

DOCTOR WHO

THE ROLEPLAYING GAME
THE EXPANDED UNIVERSE TRAITS BOOK



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Traits original to the Extracanonial Universe sourcebooks were written by Michel A. Albert, Dylan Carroll, Peter Gilham, Chris Halliday, Nathan Laws, Olivier Legrand and Matthew Maisey.

Vortex system games (Primeval RPG, Pulp Fantastic and Rocket Age) from which other traits have been repurposed or adapted were written by Matthew Haines, Chris Halliday, Christopher Helton, John M. Kahone, Jonathan Nichols, Gareth Ryder-Hanrahan, Ken Spencer and Jonathan M. Thompson.

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INTRODUCTION

The Expanded Universe (EU) project has been producing free, unofficial sourcebooks for the first edition of the Doctor Who Role Playing Game for well over a decade now, and in that time it has created dozens of new Traits for the game. Many are very specific to a particular character or monster, but many more are suited for more general use by GMs and players. This volume collects these EU Traits to make them easier to locate.

Clearly, much editing has had to be done before they could be included, and many Traits just didn't make the cut, for a number of reasons:

- A few Traits have since been superseded by official ones published by Cubicle 7, including Area Effect, Postcognition (called Psychometry by Cubicle 7), Size: Massive (called Size: Colossal by Cubicle 7) and Swarm. These have not been included here.
- Many EU Traits under different names turned out to be minor variations on a theme. These have been consolidated into single consistent Traits. For example, what is called Amorphous in this volume covers Amorphous Flesh, Dust Form, Fluid Body, Gaseous Form and Mud Body from the sourcebooks.
- Some EU Traits are really specific variations of official Cubicle 7 Traits and so haven't been included. For example, Electricity Control is just a limited version of Control.
- Many, many EU Traits are too specific to a character, a monster and/or a story to be easily made more general, with some being so complicated or powerful that they can only be one-offs, and conversely, some being too vague to hang anything concrete on outside of the specific character. However, some seemingly very specific Traits have been included as they have potential for wider use.
- Some EU Traits have been renamed, either to make them more generally applicable or to avoid confusion with official Traits. Healing is now Healing Touch, for example.

Of those Traits that made it through to this collection, many have been rewritten or expanded to provide clarity and additional guidance, adding game rules where needed and, in the case of Special Traits, assigning purchase costs where these were previously missing. Psychic Traits have been separated out into their own section for ease of reference, as have Traits for Faction Paradox, Ritual Magic and Gods of the Fourth.

Where Traits from the other Vortex games – *Primeval RPG*, *Rocket Age* and *Pulp Fantastic* – have been repurposed in the EU sourcebooks, these have been included for those who don't have those games. We acknowledge our debt to their writers with gratitude.

Finally, for those who haven't yet found the EU sourcebooks themselves, they're available for free download from here: <http://www.siskoid.com/ExpandedWho/index.html>

A Note on Asterisked Traits:

As with the official Cubicle 7 sourcebooks, all Traits whose names are marked with an asterisk * may be purchased multiple times.

GOOD TRAITS



AUTHORITY (Minor/Major Good)

As a Minor Trait, a character with Authority is a police officer, important public official, corporate executive or has a similar position that allows them to order people around in limited circumstances.

As a Major Trait, a character has political influence in all sorts of areas. They can pick up the phone and be put through to the Prime Minister, for example, but they may need to spend a Story Point or two if they try to push the limits of their authority.

BREAKING AND ENTERING (Major Good)

A character with this Trait has a talent for bypassing security systems and sneaking past guards.

Firstly, this Trait gives a +2 bonus to Subterfuge rolls when trying to get into a guarded building or facility. Secondly, the character gets to know the difficulty of the test before they roll the dice. For example,

if they come to an alarmed door, the GM must tell them the difficulty of disabling the alarm before they roll, so they know whether to make the attempt or back off.

DEMON DRIVER (Minor Good)

While driving a vehicle, a character with this Trait can increase its speed by 2 and get a +2 bonus to Transport rolls when doing difficult stunts like ramming monsters, jumping over barriers or crashing through walls.

FAME (Minor/Major Good)

At the Minor level, the character is well known for a minor act and receives a +2 bonus on all social interaction rolls with those who know them. At the Major level, the character is known for something particularly noteworthy (possibly heroic). They receive the same bonus, plus all results are upgraded by 1 level of success. A Story Point may be spent to further increase this upgrade.

MEDITATION (Minor Good)

A character with this Trait has a +2 bonus on rolls requiring focus and concentration.

NERVE STRIKE (Minor Good)

Prerequisite: Fighting 2+ (or Medicine 2+ at GM's discretion)

This special technique is known to students of various styles of subtle martial arts, including Venusian Aikido; as such, it requires a specific training and a level of at least 2 in Fighting. At the GM's discretion, characters with the Medicine skill at 2 or more may also qualify (thanks to their knowledge of anatomy, etc.).

When used in hand-to-hand combat, this technique is treated as a normal attack roll – except that the attacker needs at least a Good result to deliver the nerve strike (a mere Success won't be enough). In all cases, no real damage is done – and if the nerve strike does succeed, it will result in a standard Stun effect.

When used outside combat, this manoeuvre requires a Coordination + Subterfuge roll, opposed by the intended victim's reaction roll. If the victim is unaware of the technique, has no reason to suspect anything, etc., the reaction/defence roll simply uses their raw Awareness; if, however, the victim knows that the character has access to this technique or has good reasons to suspect some dirty trick, the roll will be based on Awareness + Ingenuity. In noncombat situations, however, a mere Success is enough to deliver the nerve strike (since the victim is either caught off-guard or has had no real time to adopt a fighting attitude).

Story Points may affect the outcome of these conflicts, as per the usual rules. Shouting "Hail!" is encouraged when spending Points on such an action, however.

PSYCHO-STRATEGIST (Major Good)

Psycho-strategists are talented individuals who can predict the behaviour of people and organisations in response to situations and events. Skilled psycho-strategists are extremely rare and, to a government or corporation, are worth their weight in gold. They are able to plan political campaigns or develop financial or business strategies with a far greater degree of success than most other people. On a more personal level, they can predict individual responses and so can create plans to outmanoeuvre the opponents of whoever they are hired by.

At the Minor level, a character with the Psycho-strategist Trait can make an Ingenuity + Knowledge roll in order to try to predict the outcome of plans or decisions. The base Difficulty level of this roll is 18, and the character has a +2 bonus to succeed. At the Major level, the character has a +4 bonus applied to the roll. If the psycho-strategist is trying to manipulate a target who is aware of and opposed to the attempted influence, the Difficulty level is increased by the target's Ingenuity. The GM can apply other modifiers as appropriate to the situation, such as penalties for limited information or inaccurate data.

Clearly a psycho-strategist is more likely to be effective against Non-Player Characters, whose actions are determined by the GM. Against PCs, the outcome is less predictable. In effect, the PCs are random elements, the x-factor whose arrival and involvement is unforeseeable by even the best psycho-strategists.

SPELLBINDING (Major Good)

This Trait is a Major version of Attractive. A character with Spellbinding has a +4 bonus on all rolls involving their beauty.

Note: Cannot be taken with Unattractive.

SUPER AMALGAMATED (Minor Good)

The character's wide reading provides them with a +2 bonus to any roll involving Knowledge.

WEALTHY (Minor/Major Good)

The Minor version means a character is comfortably wealthy. They have a nice house, expensive car and so on, and the

usual day-to-day living expenses aren't a problem.

A character with the Major version is stinking rich. They don't have to worry about money and can buy rare and valuable items without denting the bank account. They can spend Story Points to throw huge bribes around.

Note: Cannot be taken with Impoverished (page 9).



BAD TRAITS



ALTERNATIVE EXISTENCE (Minor Bad)

A character with this Trait is stranded in a parallel world or alternative timeline. Being in a parallel world means that a lot of their knowledge is longer be applicable. It's the little things we take for granted that makes parallel worlds so alienating. Characters with this Trait receive a -2 to -6 penalty (depending on how different the parallel world is from their own) on any Convince or Knowledge roll (or indeed, any other roll) that requires "common knowledge". In addition, whenever someone reminds the character of how far they are away from home, they receive a -2 penalty to all Presence and Resolve rolls for the next hour.

Note: See also the Temporal Castaway Trait from *The Black Archive*.

ANALOGIA (Minor Bad)

In many digitally-dependent societies, there are usually a number of people who cannot interface with standard technology

in the normal way. In a society that uses touchscreen technology, their skin may not interact with electric fields sufficiently, a condition sometimes known as "corpsefinger". In a society which uses dataport implants, their brains may not be able to process digital information, a condition similar to dyslexia. Characters in such societies have Analogia, a Minor Bad Trait, it means that they face additional difficulty when accessing and using digital technology. They may also face social inequalities. This Trait is not available to characters who do not live in a digitally-dependent society.

DEPENDENT* (Minor/Major Bad)

A character with this Trait has responsibilities outside normal adventuring, or they're trying to maintain a normal life despite the weirdness of time travel and alien invasions. Maybe they've got a boyfriend or girlfriend, kids or an aged parent to take care of.

As a Minor Trait, the character's dependent

shows up once every few stories, and they've got to take steps to protect them or conceal the truth from them. Major Dependents get themselves into trouble regularly, or force the character to take constant precautions to preserve their secrets.

EMOTIONAL COMPLICATION (Minor/ Major Bad)

A character with this Trait has some sort of emotional baggage that complicates their life, such as a grudge or something that triggers depression. At the Minor level, their emotions get in the way but rarely stop them from doing their job. Every so often, they have to deal with the emotional issues arising or pay a Story Point to overcome them. At the Major level, the emotions dominate the character and may cause their downfall. They can't act rationally whenever something triggers the complication.

EMOTIONAL MIRROR (Minor Bad)

A character with this Trait subconsciously absorbs and magnifies the emotional states of those around them, influencing their behaviour and leaving them open to manipulation. If they try to resist this, they must succeed at a contest of Presence + Convince but suffer a -4 penalty.

IMPOVERISHED (Minor Bad)

A character with this Trait is strapped for cash and living in poverty. If they spend more than a trivial amount, it costs them a Story Point.

Note: Cannot be taken with Wealthy (page 7).



IMPRISONED (Major Bad)

A character with this Trait is imprisoned in a secure facility. If they ever escape, this Trait is replaced with Wanted (Major).

UNLUCKY (Major Bad)

In addition to the usual drawback of a character with the Minor version of Unlucky having to re-roll double 6s, the GM can be particularly nasty to characters with the Major version without having to recompense them with a Story Point.

WEAK WILLED (Minor Bad)

Whether through physical impairment or psychological damage, a character with this trait is particularly weak-willed and has a -2 penalty on rolls to resist being persuaded or coerced, including through hypnosis, possession or mind control.

Note: Cannot be taken with Stubborn or Indomitable.

SPECIAL TRAITS



SPECIAL GOOD TRAITS

ADJUDICATOR (Special Good)

A character with this Trait is an Adjudicator of the Earth Empire (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). They automatically gain Authority (Minor) (page 5), Brave, Friends (Major: Guild of Adjudicators) and Obligation (Major: Guild of Adjudicators). Adjudicators have access to Guild weapons and equipment, and those from the 25th Century onwards are also issued with their body armour, which is a Major Gadget [Traits: Armour (5 points), Scan. Story Points: 2]. Many also have Code of Conduct, but this does not automatically come with the Adjudicator Trait.

Adjudicator costs 2 Character Points for those characters who are not issued with Adjudicator armour and 4 Character Points for those who are.

ANYTHING'S POSSIBLE (Special Good)

Once per game session, this character can spend Story points to gain any Area of Expertise or any Trait for the length of a scene. An in-story reason should be given, though logic need not be strictly applied.

- | | |
|----------|---|
| 1 point | Any legal Area of Expertise, Minor Trait |
| 2 points | Area of Expertise for a Skill rated at less than 2, Major Trait |
| 3 points | Special Trait |

Allowed Traits include Good, Special (including Psychic), Alien, Time Lord Traits (including Gods of the Fourth Traits), Faction Paradox and Ritual Magic. Gadget Traits may be added to an existing object; Base Traits to existing bases. Bad, TARDIS and Apocalyptic Traits are not allowed.

Anything's Possible costs 3 points (and is a nod to the more whimsical TV *Comic* stories).

CSS OFFICER (Special Good)

CSS Officer is a Trait package that provides characters who are members of the Cosmos Security Squad (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*) with the following Traits: Authority (Minor; page 5), Back Up (Major), Code of Conduct (Major), Cyborg, Fast Healing (Special), Obligation (Major), Transmit, Uploaded Character. For CSS Officers, the Uploaded Character Trait provides Cyborg rather than the usual Robot. Characters with this Trait also have access to CSS weapons and equipment.

CSS Officer is expensive to purchase because of the range of benefits it provides, costing 11 Character Points plus 6 Story Points.

DEFLECT (Special Good)

Whenever a ranged attack succeeds against a character with this Trait, they may make a Coordination + Fighting roll. A Success means that the character takes no damage. A Good or Fantastic result means that it is deflected back to the attacker, injuring them instead. Use of this Trait does not count as an Action and it may be used multiple times each Round without penalty.

Deflect costs 2 points to purchase.

ELITE ROBOMAN (Special Good)

A character with this Trait is an Elite Roboman (see *The Sixth Doctor Expanded Universe Sourcebook*) and a slave of the Daleks. The Trait gives them Cyborg (Major), Dark Secret (Major), Enslaved, Networked (Major), Technically Adept, Time Traveller (Major: Tech Level 6), and Weakness (Major: Killed by Daleks' failsafe pulse) and +1 Technology.

Elite Roboman costs 2 points to purchase.

FACTION ALLY (Special Good)

This character is an ally of Faction Paradox (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) though not a member themselves. Faction Ally Trait costs 2 Character Points and provides Friends (Major) – Faction Paradox and Faction Paradox Ritualist (page 27) at no additional cost, plus Adversary (Major) – The Time lords.

LEY-LINE CHANNELLING (Special Good)

A character with this Trait can draw power from the ley lines linking sites of ancient worship. By performing certain ceremonies, they can gain Story Points to fuel their abilities. As a guideline, a minor site (a solitary stone, for example) can provide them with 1-2 points, a medium site with 3-4 points, and a major site (such as Stonehenge) with 5-6 points. There may be other sources of power which this Trait can tap into instead of ley-lines.

Ley-Line Channelling costs 2 points.

MAGIC ADEPT (Special Good)

Characters with this Trait have the ability to seemingly “cast spells” to create various reality-bending effects including, but not limited to, changing the weather, taking control of people and animals, transmuting matter, and evoking energy for both offensive and defensive purposes.

To create any such effect, the Adept tells the GM what they want to have happen. The GM attributes of Story Point cost to the effect (anywhere from 1 to 5 depending on the effect), and makes the Adept roll on Resolve + the relevant skill (Craft for creating objects, for example, or Convince to dominate men's minds); the difficulty should be based on the number of SPs spent (starting at Average). Magic is taxing, so on a Success, the Adept should take 1

point of damage to Resolve, 2 on Failure, 4 on Bad, 6 on Disastrous. When the Adept's Resolve falls to 0, they may no longer use "magic" until rested and healed. Magic Adept costs 2 points to purchase.

Note: This Trait is for use in environments where "magic" is possible due to the presence of ultra-high technology such as nanites able to fulfil the requirements of "spells". For genuine magic, see Sorcery (page 13) and Ritual Magic Traits (p31).

MIMIC DEATH (Special Good)

This creature can mimic death, becoming dormant and shutting down its life-signs completely for an indefinite period though remaining aware of its surroundings. Mimic Death costs 2 points to purchase.

MORE THAN HUMAN (Special Good)

A character with this Trait isn't an alien, a cyborg or a robot, but they aren't quite human in some way. They may be a mutant, the result of scientific experimentation or something more bizarre. More Than Human is a gateway Trait that allows an otherwise human character to buy Alien and Gadget Traits and increase their Attributes above 6. It costs 2 points to purchase.

NEW HUMAN (Special Good)

Anyone infected with the New Human virus (see *The Third Doctor 2018 Addendum*) gains the following Good Traits for free: Fast Healing (Major), Immortal (Special), Infection, Networked (Minor). They also gain the following Bad Traits: Enslaved, Obsession (Major) – Survival. New Humans can also gain other Traits for a single scene, either involuntarily as a result of a threat or by deliberate force of will. Gaining such Traits costs Story Points equivalent to their purchase cost and their

manifestation takes 1 Round per point of cost. Thus, evolving 5 points of Armour costs 1 Story Point and takes 1 Round; evolving 10 points of Armour costs 2 Story Points and takes 2 Rounds.

The New Human Trait costs 10 points to purchase. It may also be spread by Infection, requiring a contest of Resolve + Strength to resist.

PROTO-TIME LORD (Special Good)

A character with this Trait comes from Ancient Gallifrey, a time when Rassilon was still experimenting with what it means to be a Time Lord. A Proto-Time Lord has only one heart and does not possess a respiratory bypass. They are able to regenerate, but need outside assistance to trigger this. This may be technological aid or via a telepathic link with a full Time Lord. Proto-Time Lords automatically gain Psychic (Restriction: Contact or recognition of other Gallifreyans only), Resistance (Radiation) and Vortex, but not Feel the Turn of the Universe. They also get +1 to their Ingenuity, which is no longer restricted to a maximum of 6. Proto-Time Lords may purchase Time Lord Traits, but only with the agreement of the GM. Proto-Time Lord costs 2 Character Points and 2 Story Points.

PSYCHIC AID (Special Good)

Although this character is not necessarily psychic themselves, they can provide their Story Points for others to spend on using Psychic or any Traits with Psychic as a prerequisite that they have. Psychic Aid costs 1 point to purchase.

QUANTUM-TWINNED (Special Good)

Due to a freak accident, the character is in a state of quantum uncertainty. They can change their state so that they are both

there and not there, spending 1 Story Point to easily bypass standard security systems or escape imprisonment. It's also virtually impossible to predict their future actions or even to record or remember their past actions, cause and effect behaving oddly around them. In certain circumstances (and with a generous GM), being Quantum-Twinned might even allow a character to survive being killed, the character being both dead and not dead.

Quantum-Twinned costs 2 points.

RECONFIGURATION (Special Good)

Prerequisite: Cyborg or Robot

Creatures with this trait can configure their appearance to disguise themselves as inanimate mechanical objects, and can disassemble themselves completely and reassemble themselves at will, each change costing 1 Story Point and taking a full Round. If forcibly disassembled, its components are capable of independent movement and it can reassemble itself given sufficient time. However, this might take several days or weeks even if all the components are available.

REINCARNATION (Special Good)

The character is the reincarnation of somebody from the past (or has some of their memories at least). They can make an Awareness + Ingenuity roll to recall something that the other would have known. Reincarnation normally costs 1 point, but if the reincarnated person was famous, significant or has important knowledge, then the cost is 2 points.

SOLAR KNIGHT (Special Good)

Prerequisites: Fighting 2+ and Marksman 3+

A character with this Trait package is member of the Solar Knights (see *The*

Fourth Doctor Expanded Universe Sourcebook). Membership provides a number of benefits. Solar Knights have +1 added to their Strength and the following free Good Traits: Five Rounds Rapid, Military Rank (Major: Solar Knight), Quick Reflexes and Tough. They also have the following Bad Traits: Obligation (Major: The Solar Knights) and Obsession (Major: Hatred of all alien life). Solar Knights must have at least Fighting 2 and Marksman 3 (which must be purchased separately from this package). Their membership of the order gives them access to the weaponry and equipment they need for their missions. This Trait package costs 3 points to purchase.

SORCERY {Special Good}

Sorcery is a Special Good Trait which allows a character to replicate the casting of spells (or similar effects) by temporarily acquiring additional Traits. It can be purchased for 2, 4 or 6 points. For 2 points, the character can use it to spend Story Points to purchase Minor Good Traits that last until the end of the scene; for 4 points, they can buy both Minor and Major Good Traits; and for 6 points, they can buy Minor, Major and Special Good Traits. If the character wishes the purchased Trait to have an effect beyond the end of the scene, they must pay the Trait's cost in Story Points again, and if the Trait normally requires any rolls to succeed (or rolls to resist) these must be made again. If successful, the Trait's effect lasts until the end of that scene (and may be extended further in the same way).

Sorcery also acts as any prerequisite (such as Alien, Gadget or Psychic) which would normally be needed to buy such Traits. An optional limitation that the GM may wish to impose (particularly for the Special version) is that characters with this Trait can only use it to purchase Traits which cost no greater than their current Resolve.

Note: See Magic Adept (page 11) and Ritual Magic Traits (page 31) for different kinds of magic.

TIME-LOOPED LIFE (Special Good)

The life of a character with this Trait is a closed loop in time. They were never born and will never die, just going round and round within the loop forever. This gives them a form of immortality unless the time loop is somehow broken. In most cases, they have no memory of their previous times around the loop. This Trait costs 2 points.

SPECIAL BAD TRAITS

A PERSON OUT OF TIME (Special Bad)

This character has been removed from their proper time, but a link still exists between them and their home resulting in temporal phenomena manifesting in their vicinity. Time may slow down, stop, jump ahead or repeat itself. Phantoms from the past, visions of the future or disembodied voices may be experienced. The local temperature, weather or even the time of day may alter suddenly and without warning.

This Trait is available in three levels, providing 1, 2 or 4 points. For 1 point, the phenomena are infrequent and only mildly annoying. For 2 points, they are more regular and may occasionally be threatening or harmful. For 4 points, normally only available to Non-Player Characters, the phenomena will increase in both frequency and effect over time, building to a possibly fatal climax unless the character is returned to their home time or the problem is otherwise somehow resolved.

LIVING PAINTING {Special Bad}

Although this character is functionally indistinguishable from a human being, they are a painting brought to life with Animae Particles and may accidentally spread these to other illustrations. See *The Eighth Doctor Expanded Universe Sourcebook Vol.2* for further details on Animae Particles.

LIVING PARADOX (Special Bad)

A character with this Trait is a danger to the stability of the Web of Time and is a magnet for temporal paradoxes and instability. Living Paradox provides 1 Character Point if its effects are only inconveniencing or occasional, or 2 points if they are dangerous or occur frequently.

MYTHICAL CREATURE (Special Bad)

This creature is a mythical beast and is constrained to behave as in its myths; anything that could harm the creature or banish it can do so in real life. Mythical Creature provides 2 points.

PARADOX PERSON (Special Bad)

This character is a paradoxical being created from temporal overspill another person's timestream. Their existence isn't firmly fixed, and others may forget about them even when they're in front of them. Prolonged physical contact between the paradoxical being and their original will cause the paradox to be reabsorbed into the original's timestream. Paradox Person provides 2 points.

TARDIS-TETHERED (Special Bad)

A character with this Trait has been tethered to a TARDIS, meaning it cannot dematerialise without them on board; any

attempts to do so will result in the machine dematerialising in exactly the same spot. The process of tethering or untethering someone from a TARDIS is a complex mechanical process typically only carried out by trained Time Lord engineers and requires a successful Difficulty 24 Ingenuity + Technology roll. TARDIS-Tethered provides 2 Character Points.

TRAPPED MIND (Special Bad)

This character exists only as a mind trapped inside another character's head and has no separate physical existence. This may be the result of a mental possession gone wrong perhaps, or maybe the mind has been downloaded and its own body lost. If the trapped mind wishes to take control of its host's body, it must win a contest of Presence + Convince; control lasts only until the body's original mind wrests control back in the same manner. This trait provides 3 Character Points.



PSYCHIC TRAITS



Traits in this section may only be taken by a character who already has the Psychic Trait.

GOOD PSYCHIC TRAITS

ASTRAL PROJECTION (Special Good) **Prerequisite: Psychic and Psychic Training**

A character with this Trait has learned to disengage their consciousness from their body and project it out as an immaterial form. Although this is a dangerous procedure as the process leaves the body in a coma, it does allow a person to journey far beyond their physical limitations. While projecting the character's form becomes a shimmering, transparent version of its own self-perception. This form can be an idealised version of the character, an angelic or demonic appearance, or even

similar to that of a natural, mythical or magical animal.

To activate this Trait the character must spend a Story Point. The character can astrally project their consciousness for a number of hours equal to their Resolve. While projecting, the character is Immaterial. Also, their physical body is in a coma, so they cannot move, sense anything nearby, eat, drink, or otherwise act. If the body dies while the consciousness is away, the consciousness becomes permanently Immaterial and must make a Difficulty 21 Resolve + Strength roll or fade away in a number of hours equal to half of their Resolve.

An astrally projecting character does not need to eat or breathe, nor do they sleep.

They are generally unaffected by the physical world and can move through walls or other objects, but not through living organisms. They move with a speed equal to the character's Resolve x2, and can instantly 'jump' to any location that the character has personally visited by spending a Story Point.

Astral Projection costs 2 points.

EMPATHIC (Major Good)

Prerequisite: Psychic

The Major version of Empathic can be used to telepathically sense the emotional state of others.

FERROKINESIS (Special Good)

Prerequisite: Psychic

A character with this Trait has an affinity with ferromagnetic crystalline structures, particularly iron and its alloys. In essence, they can use their minds to control objects with a predominantly iron content, in a similar manner as the Telekinesis Trait. Objects with limbs suitable for movement, such as statues, ornaments or suits of armour, can be made to move apparently under their own volition.

A ferrokinesis can also project their senses into metal objects and are able to see and hear through them over distances, or even project their voice through them. The range of this ability is determined as for the Clairvoyant Trait.

It costs 2 points to purchase Ferrokinesis.

GESTALT (Special Good)

Prerequisite: Psychic

A character with this Trait can link minds with others in order to increase the effect of any Psychic Traits shared by the gestalt (including Psychic itself and any Traits with

Psychic as a prerequisite). Only one member of a gestalt needs to have the Gestalt Trait, but all members must have the psychic Traits being boosted. Gestalt adds +1 for each additional member of the gestalt. This bonus is added to the highest relevant Attribute in the group of linked minds to determine the increase to range, strength, etc. For example, the range of Clairvoyance is determined by the user's Resolve. If three characters with Resolve of 3, 5 and 4 and Clairvoyance are linked by gestalt, the highest Resolve of 5 is used, with a +2 bonus for the two additional characters, giving a total Resolve of 7. This gestalt can therefore see with a range of 500km and for a duration of 10 minutes. Gestalt costs 3 points to purchase.

IRON WILL (Special Good)

Prerequisite: Psychic

The character can initiate a contest of Ingenuity + Resolve to freeze a target in their tracks. If the target has the Psychic Trait, they can initiate a battle of wills: contest of Ingenuity + Resolve, with loser taking damage equal to opponent's Resolve. Iron Will costs 2 points.

MATTER REALISATION (Special Good)

Prerequisite: Psychic

Matter Realisation costs 6 points to purchase. A character with this Trait is able to create solid objects from their mind, requiring a Resolve + Craft roll and the expenditure of Story Points: for simple inanimate objects – Difficulty 15, 1 SP; complex inanimate objects (e.g. machines with working parts) – Difficulty 18, 2 SP; basic lifeforms – Difficulty 21, 3 SP; sentient lifeforms – Difficulty 24, 4 SP.

The results of the Resolve + Craft roll are listed in the table overleaf. The Craft skill should be in a relevant, creative discipline (e.g. painting or sculpture) or there is a -2 penalty applied to the roll.

Matter Realisation Results Table

Roll	Result
Fantastic	Whatever was visualised has been created at zero Story Point cost.
Good	Whatever was visualised has been created.
Success	Something is created, but not what was intended, or it is flawed or corrupted.
Failure	Nothing is created.
Bad	Something bad is created.
Disastrous	Something bad is created and the subject has some lasting psychological damage (GM's choice, but perhaps they pick up a suitable Bad Trait or their Presence or Resolve is reduced by 1 point). Alternatively, the subject has been infected by a creature from the dark places of the mind, perhaps even the Mara itself...

MOLECULAR TELEKINESIS (Special Good)

Prerequisites: Alien Senses, Psychic, Telekinesis

Some beings with advanced senses and telekinesis are able to manipulate matter at the molecular level, either reshaping it or transmuting it. This Trait allows the character to use their Resolve to alter an amount of matter equal to the amount that they can telekinetically lift. They need to have alien senses capable of perceiving what is happening at the molecular level.

Molecular Telekinesis costs 2 points.

NIGHTMARE PROJECTION (Special Good)

Prerequisites: Hypnosis (Special), Psychic and Telepathy

A character with this Trait can inflict waking nightmares (hallucinations involving multiple senses) on a victim by spending 1 Story Point and making an Ingenuity + Presence +2 roll. The victim resists with Awareness + Resolve. A Success inflicts 2 points of damage from the mental strain and the distraction causes a -2 penalty on the victim's rolls in the next Action Round; a Good result causes 4 points of damage and the penalty lasts for two Action Rounds; and a Fantastic result causes 6 points of damage and the penalty lasts for three Action Rounds. A Failure still causes

2 points of damage, but the psychic also suffers the same damage from the backlash; a Bad result means that only the psychic suffers the damage and one Action Round's distraction; and Disastrous means that the psychic is fully immersed in a waking nightmare lasting 10 minus Resolve Action Rounds.

Nightmare Projection costs 3 points.

PSYCHIC ASSAULT (Special Good)

Prerequisite: Psychic

This Trait allows the character to attack another with the power of their mind. A successful contest of Presence + Resolve will inflict damage equal to their Resolve, which ignores damage reduction provided by Armour, Tough and even Forcefield. If the character fails the contest, they do not themselves take damage unless their opponent also has Psychic Assault or a similar Trait. Psychic Assault costs 2 points.

PSYCHIC ILLUSIONS (Special Good)

Prerequisite: Psychic

Characters with this Trait are able to generate illusory visions with their minds. Purchasing it costs 1-4 Character Points.

For 1 Character Point, they can generate purely visual illusions. For 2 Character

Points, they can generate illusions complete with appropriate sound, smell and taste. For 3 Character Points, they can generate illusions complete with sound, smell and taste, and which also feel solid. Illusions are interactive within the limitations of the senses they include, but complex interaction such as holding a conversation requires concentration by their creator. Illusions are normally incapable of causing damage or injury; if they can, this Trait costs an additional point.

When an illusion is first generated or seen, the character must succeed at a contest of Presence + Convince against anyone observing it, otherwise the observer notices a flaw and isn't convinced by it. An illusion continues for a single scene unless its creator dismisses it, and a new contest of Presence + Convince must be made at the start of each new scene if the creator wants it to continue.

PSYCHIC LEECH (Special Good)

Prerequisite: Psychic

A character with this Trait has the ability to erase minds. Whenever they make a roll to read another mind, a Success means the character may choose to erase any thoughts they read. With a Good result, they can erase enough thoughts to give their victim Amnesia (Minor), and with a Fantastic result, it's Amnesia (Major). Psychic Leech costs 2 points.

PSYCHIC PARASITISM (Special Good)

Prerequisite: Psychic

This creature can knowledge from those around it and can deliberately 'recall' something specific, letting them use another individual's Skills, Areas of Expertise and Traits as the GM deems appropriate.

PSYCHIC VAMPIRE (Minor Good)

Prerequisite: Psychic

A Psychic Vampire can initiate a contest of Presence + Convince to attempt to drain an opponent's energy, causing them 2(1/2/3) damage and gaining 1 Story Point per Good result and 2 Story Points per Fantastic Result (up to the Psychic Vampire's normal Story Points maximum).

PYROKINESIS (Special Good)

Prerequisite: Psychic

Pyrokinesis is a variant of Telekinesis and Thermokinesis (see below). A character with the Pyrokinesis Trait is able to agitate matter at a molecular level to generate sufficient heat to ignite objects or even people. As with Telekinesis, this power is usually limited to line of sight. Pyrokinesis causes 5(2/5/7) points of damage as a ranged attack. A Good or Fantastic result means that the object continues to burn, causing an additional 5 or 7 points of damage on each subsequent round until extinguished.

Pyrokinesis costs 3 points, or 2 points if the character also has Thermokinesis.

TECHNO-PSIONIC (Special Good)

Prerequisite: Psychic

A character with this Trait can control electronics and computers with their mind, over a range determined by their Resolve (as Telepathy). Against artificial intelligences, Techno-Psionic works in a similar manner to the Hypnosis Trait.

Techno-Psionic costs 2 Character Points to purchase.

THERMOKINESIS (Special Good)

Prerequisite: Psychic

Similar to Pyrokinesis (see above), by manipulating matter at a molecular level, a character with Thermokinesis can increase or decrease the heat of an object or person, causing effects such as freezing, melting or boiling, and causing damage equivalent to their Resolve. Thermokinesis costs 2 points.

TRANSMOGRIFICATION (Special Good)

Prerequisite: Psychic

By spending 1 Story Point, a character with this Trait can make a contest of Resolve + Convince against a target; if they succeed, they can reallocate the victim's Character Points as desired (including buying new Traits and removing old ones so long as they don't exceed the victim's original Character Points total), transmogrifying them into someone or something else.

Transmogrification costs 8 points. It's clearly a very dangerous Trait and capable of unbalancing the game. For Player Characters, it can only be purchased with the GM's express permission.

UNLOCK PSYCHIC POTENTIAL (Special Good)

Prerequisite: Psychic

A character with this Trait can spend 1 Story Point to give another character the Psychic Trait or remove it, and 2 Story Points to give them any other Trait which has Psychic as a prerequisite. Unlock Psychic Potential costs 3 points to purchase.

BAD PSYCHIC TRAITS

ENERGY DRAIN (Special Bad)

Prerequisite: Clairvoyance, Psychic

A character with Energy Drain is not able to use Psychic and related Traits without draining energy. They must make a Clairvoyance roll to locate a suitable source of energy, anything from a power plant to the ambient air to the kinetic energy of a bullet (GM's discretion how much energy is available from any given source). If the character is taking energy from the ambient air then the temperature should drop by 10 degrees Celsius for each round energy is taken.

Energy Drain provides 1 point.

PSYCHIC FOCUS (Special Bad)

Prerequisite: Psychic

This character's psychic powers (Psychic and any other Traits with Psychic as a prerequisite) only work if they are in physical contact with another person who is experiencing strong negative emotions such as fear, anger or jealousy. If they then succeed at a contest of Presence + Resolve against that person, they can use their powers with the cumulative Presence and Resolve of themselves and the other person to determine their range and effect. In addition, they can generate a blast of destructive force with damage equal to their own Presence + Resolve plus those of the other person. The form that this force takes varies and could, for example, be fire, cold or electricity.

Psychic Focus provides 2 points.

TIME LORD TRAITS



The following Traits may only be taken by a character who already has the Time Lord Trait.

GOOD TIME LORD TRAITS

BLOCK TRANSFER JIGGERY-POKERY (Major Good)

Prerequisite: Block Transfer Specialist

A character with this Trait can apply their Ingenuity + Science (Mathematics) to create physical objects as a character with standard Jiggery-Pokery can create Gadgets, and at a similar cost.

MINDSCENT SWAP (Major Good)

This Time Lord can temporarily swap mindscent with another person. A mindscent is the unique pattern of a person's mental activity, and although the Time Lord and the other person do not change physically, onlookers will see them as the person whose mindscent they now possess. The Time Lord must make a Resolve + Convince roll with a Difficulty of

9 plus the subject's Resolve for the exchange to be successful. The exchange will last for only a few minutes before reverting to normal.

PAB OPERATIVE (Minor Good)

A Time Lord with this Trait is a member of the Policy Adjustment Bureau (see *The Fifth Doctor 2020 Addendum*), an organisation kept secret even from the Celestial Intervention Agency. The PAB Operative Trait provides a character with +2 Knowledge and the Dark Secret (Major) Trait. They also acquire a Time Ring as a Major Gadget. Operatives may also have access to specific information about the President and the High Council from a future perspective.

The GM's permission is required before a player can buy this Trait.

REGENERATION-FLUID (Minor Good)

Prerequisites: Tailored Regeneration and at least ten levels of Time Lord (Experienced)

A Time Lord character with this Trait can spend 1 Story Point to change their appearance to resemble any of their previous incarnations, albeit in an elderly form. Although most of the character's stats remain the same, up to 5 points of Attributes, Skills and Traits can be "rearranged" to allow the new version to more closely reflect the relevant incarnation's appearance, personality or interests.

In addition to being a Time Lord, this Trait has prerequisites of Tailored Regeneration and at least ten levels of Time Lord (Experienced).

TOUCHED THE POINT OF STILLNESS (Special Good)

A Time Lord with this Trait has touched the Point of Stillness (see *The Fourth Doctor Expanded Universe Sourcebook*) and survived the experience. They can create objects and even living creatures (which may or may not obey their creator). Use of this Trait to create objects and creatures requires Ingenuity + Craft rolls and costs Story Points as per the following guidelines: simple inanimate objects – Difficulty 15, 1 SP; complex inanimate objects (e.g. machines with working parts) – Difficulty 18, 2 SP; basic lifeforms – Difficulty 21, 3 SP; sentient lifeforms – Difficulty 24, 4 SP.

Touched the Point of Stillness costs 6 points to purchase.

BAD TIME LORD TRAITS

LESSER CHAPTER (Minor Bad)

A Time Lord character with this Trait belongs to one of the lesser Chapters and has a -2 penalty on all social contests against Time Lords of the three major Chapters (Arcalians, Patrexes and Prydonians) if those Time Lords become aware of the character's Chapter.

REGENERATIVE DISSONANCE (Major Bad)

Prerequisite: Time Lord (Experienced)

A Time Lord character with the Regenerative Dissonance Trait suffers from a mental disorder in which each of the personalities of their previous incarnations live on inside the body of the current one. The voices of these previous incarnations are constantly babbling inside the Time Lord's head, causing distractions and making it difficult to focus.

Characters with Regenerative Dissonance often also have Eccentric (Major), purchased separately, as the different personalities push to the surface, causing the Time Lord to converse and argue in different voices and distinct personalities before they regain control.

For much of the time, this is just a matter of role-playing the character appropriately. However, in times of stress or whenever the Time Lord needs to concentrate on the task at hand, they must make a contest of Presence + Convince with themselves, with a +4 bonus (and using their past incarnations' highest value for each). If the roll is failed, they suffer a -4 penalty to all rolls (other than rolls to regain control) until they recover, and can attempt a fresh roll each Round to do so. With a simple No But Failure, the Time Lord may gain the use of a Skill, Area of Expertise or Trait

possessed by a previous incarnation for a single Round. In other circumstances, the Time Lord may also gain the use of such Skills, Areas of Expertise or Traits by paying double their normal purchase cost in Story Points.

Incidentally, the Ravenous (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*) are unable to feed on the regeneration energy of a Time Lord with this Trait. Such Time Lords are immune to their attack, but as a side-effect of an attempted attack, the voices of their previous incarnations may be silenced for a while (for as long as the adventure requires), negating this Trait's effects.

TIME LORD CHAPTER PACKAGES

The Chapters in this section are additional to those provided in *The Time Traveller's Companion*.

CERULEAN (Cost: 2 Character Points, 4 Story Points)

The Ceruleans have little political power but tend to be more idealistic in outlook than the other Chapters and commit themselves to what they perceive to be noble causes, such as what humans would think of as environmentalism. Many of the Outsiders who have rejected Time Lord society and live in the wilderness outside the Capitol came from the Cerulean Chapter. The Ceruleans' robes are light blue.

SKILLS: +1 Knowledge

GOOD TRAITS: Frivolous Talent, Time Lord

BAD TRAITS: Code of Conduct (Minor) or Obsession (Minor), Lesser Chapter (page 22)

DROMEIAN (Cost: 2 Character Points, 4 Story Points)

Even by Time Lord standards, Dromeians are considered to be traditionalists and are generally opposed to any attempts to reform Gallifreyan society. They tend to be hidebound and lack imagination. Dromeians have little political power of their own but often ally themselves with one of the major Chapters in order to gain greater influence than their Chapter would otherwise have. The Dromeians' robes are silver-grey.

SKILLS: +1 Convince

GOOD TRAITS: Owed Favour (Minor, by one of the major Chapters) or Stubborn, Time Lord

BAD TRAITS: By the Book or Owes Favour (Minor, to one of the major Chapters), Lesser Chapter (page 22)

ELYSIAN (Cost: 0 Character Points, 0 Story Points)

Prerequisite: Time Lord

A Time Lord with this Trait package belongs to the authoritarian secret society referred to as the Elysian Chapter (see *The Eighth Doctor Expanded Universe Sourcebook, Vol. 1*). As this group consists of Time Lords recruited from across the traditional chapters, this package may be purchased in addition to one of the existing Time Lord Chapter Packages.

Unlike Chapter packages which provide the Time Lord Trait, Time Lord is a prerequisite for this package, whether purchased separately or as part of another Chapter package.

SKILLS: +1 Convince, +1 Subterfuge

GOOD TRAITS: Friends (Major: The Elysian Chapter)

BAD TRAITS: Dark Secret (Major), Prejudice (Major: All non-Time Lords)

SCENDELES (Cost: 2 Character Points, 4 Story Points)

Generations ago, the Scendeles bankrupted themselves trying to outdo the other Chapters in funding their share of the construction of the Panopticon. Even today, they are viewed as the poor cousins of the other Chapters and are often overlooked because of this. Whilst Scendeles once believed that money could

buy power, they now strive to earn it by hard work and merit. Scendeles' robes are in muted, subdued colours.

SKILLS: +1 Craft or Knowledge

GOOD TRAITS: Face in the Crowd, Time Lord

BAD TRAITS: Eccentric (Minor) or Impoverished (page 9, Lesser Chapter (page 22))



GODS OF THE FOURTH TRAITS



The following Traits are unique to the universe of *Death Comes to Time* (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*), and purchasing them requires the GM's agreement.

GOD OF THE FOURTH (Special Good)

Prerequisites: Psychic, Time Lord

A Time Lord character with this Trait is a member of the Fourth and possesses the enhanced mental powers of the Gods of the Fourth. The character gains +2 Resolve and the following Good Traits for free: Healer, Precognition, TARDIS Symbiosis (page 26), Telekinesis, Telepathy and Time Manipulation (God of the Fourth) (page 26).

The character also gains Code of Conduct (Major) – The Vow of the Fourth. The vow taken by the Fourth is not one of complete non-intervention, but they cannot use the powers of the Fourth to interfere with the universe. Even if for the cause of good, the use of the Good Traits that God of the Fourth provides causes instabilities in the Universe. People will die, planets will collapse, stars will be destroyed to maintain the balance of good and evil. These

catastrophes may happen countless light years away, but it is the Time Lord's burden that deaths on perhaps a grand scale will result from the use of their powers for good or ill.

The character may remove the Code of Conduct by taking another Major Bad Trait in its place. But if they do and their use of the powers of the Fourth is discovered, the Kingmaker may send another member of the Fourth to expel the offending Time Lord, removing God of the Fourth and all the Traits that come with it, and revoking their TARDIS.

God of the Fourth costs 5 Character Points plus 2 Story Points to purchase.

TARDIS SYMBIOSIS (Special Good)

Prerequisites: Psychic, Time Lord

A Time Lord with this Trait has a special, mental connection with their TARDIS. While using Psychic or any Trait which has the prerequisite of Psychic, the Time Lord adds the TARDIS's Presence and Resolve to their own for the purposes of determining the range and effect of these Traits. They may also use the TARDIS's Story Points in conjunction with the use of these Traits.

TARDIS Symbiosis costs 3 Character Points to purchase.

TIME MANIPULATION (Special Good)

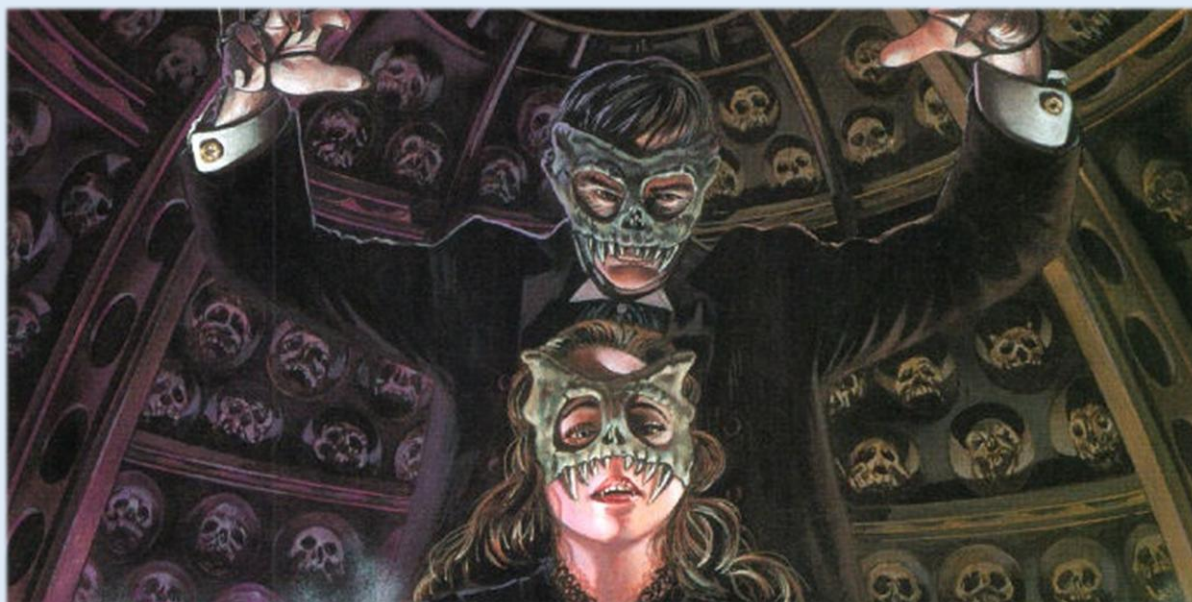
Prerequisites: Psychic, Time Lord

A Time Lord with this Trait can bend time in such a way as to cause L(4/L/L) damage to both machines and living beings. In the case of machines, a Lethal result indicates catastrophic failure. Time Manipulation damage ignores Traits such as Tough, Armour or Forcefield, and can only be prevented if the target is protected from or immune to the effects of ageing.

Time Manipulation costs 3 Character Points to purchase.



FACTION PARADOX TRAITS



Traits in this section are available to members of Faction Paradox (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) and, in some cases, their allies.

GOOD FACTION PARADOX TRAITS

BIODATA CONTROL (Major Good)
Prerequisite: Faction Paradox Cousin, Parent or Godparent, or Faction Ally

Similar to the Major Hypnosis Trait, Biodata Control allows a Faction Paradox member to place anyone for whom they have even a small sample of biodata (such as blood) into a susceptible state and control their actions.

FACTION PARADOX RITUALIST (Major Good)
Prerequisite: Faction Paradox Cousin, Parent or Godparent, or Faction Ally

A Faction Paradox member can use this Trait to perform rituals to control Faction Paradox technology, travel through time, bond weapons to shadows and perform other feats. Depending on the desired

results, many rituals will take time and preparation, and the GM may require the expenditure of Story Points.

NO HISTORY (Major Good)
Prerequisite: Faction Paradox Godparent

Godparents undergo a ritual in which they travel through time and kill their ancestors, essentially rendering themselves living examples of the Grandfather Paradox. They have removed themselves from time entirely, giving themselves an immunity to age or time-based weaponry and gaining Immortal (Major).

SOMBRAS QUE CORTA (Minor/Major/Special Good)
Prerequisite: Faction Paradox Cousin, Parent or Godparent

Sombras Que Corta – the Shadows That Cut – are the signature weapon of Faction

Paradox. When a Cousin is initiated, they undergo a ritual which bonds a weapon to their shadow. The weapon cannot be lost except in circumstances where shadows cannot exist (for example, in absolute light or absolute darkness). The shadow moves independently of the owner and uses Resolve rather than Strength as the determining Attribute for damage. Because it is a shadow, it can exploit the smallest chinks in the armour of a victim and so ignores any normal damage reduction from Armour. Forcefields and natural armours still protect.

Sombras Que Corta is available at Minor, Major and Special levels. Faction members who gained Sombras Que Corta as part of the benefits of their rank can purchase a higher level but must pay the full cost of that level. At the Minor level: the shadow weapon is a hand-to-hand weapon such as a sword, spear, knife or axe. It delivers Resolve +2 damage and ignores Armour as noted above. At the Major level, the shadow weapon is either a hand-to-hand weapon that delivers Resolve +4 damage or a ranged weapon that delivers Resolve +2 damage. In either case, it ignores Armour as noted above. A ranged shadow weapon will never run out of ammunition.

At the Special level, the shadow weapon is an unusual or even unique weapon. It may do formidable damage or have Traits of its own, being a Gadget in its own right. In some cases, the Sombras Que Corta at Special level may not even be a weapon, but some other device or artefact whose shadow has been bonded to a character. As with the other levels of this Trait, the shadow weapon ignores Armour as noted above and it will never run out of ammunition. The cost of the Special level of Sombras Que Corta is normally 4 points, but the GM may increase this for particularly powerful shadow weapons (generally equal to the cost of building the weapon or Gadget). If Sombras Que Corta has been gained as part of the Faction Paradox Godfather Trait and the character

has a shadow weapon with a cost greater than 4 points, the cost of the Godfather Trait is increased accordingly. The Special level of Sombras Que Corta can only be taken with the GM's permission, and the design of the shadow weapon's abilities must be agreed with the GM.

Note: Cannot be taken with No Shadow (below). Faction Paradox members who have gained Sombras Que Corta from their rank will lose it if they acquire No Shadow.

BAD FACTION PARADOX TRAITS

NO SHADOW (Minor Bad)

Prerequisite: Faction Paradox Cousin, Parent or Godparent

Over time, time travel can erode a Faction member's shadow until it vanishes completely. This is a distinguishing mark that can identify an agent of the Faction. An Awareness check is needed for another character to notice the lack of a shadow. The reaction to this can range from confusion to fear. Some primitive societies may view the person with no shadow as a demon. This will provide a -4 to all social interactions once noticed, unless the person or being is used to dealing with Faction Paradox.

Note: Cannot be taken with Sombras Que Corta (above).



FACTION PARADOX RANK PACKAGES

Each rank in Faction Paradox (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) has its own Trait Package.

FACTION PARADOX LITTLE SIBLING (Special Good)

A character with this Trait is a member of Faction Paradox with the rank of Little Brother or Little Sister, or in less gender-specific cases, Little Sibling. This is the lowest rank within Faction Paradox and is assigned to all new initiates who are undergoing training.

Little Siblings gain an Area of Expertise in Faction Paradox Rituals (under Knowledge) and the following Good Traits: Friends (Major) – Faction Paradox and Psychic Training. They also have the following Bad Traits: Adversary (Major) – Time Lords, Distinctive and Obligation (Major) – Faction Paradox. Little Siblings are also provided with their Faction Paradox Armour, a Major Gadget [Traits: Armour (Minor: 5 points), Fear Factor 1. Story Points: 2.]

Faction Paradox Little Sibling costs 1 Character Point.

FACTION PARADOX COUSIN (Special Good)

A character with this Trait is a member of Faction Paradox with the rank of Cousin. This is the most common rank within Faction Paradox and is given to all recruits who pass their initiation.

Faction Paradox Cousins gain all the benefits and penalties of the Little Sibling Trait. They also gain their choice of Biodata Control or Faction Paradox Ritualist (page

27), plus Brave, Psychic, and Sombras Que Corta (Minor) (page 27). They must also take Eccentric (Major), or Eccentric (Minor) and a Phobia.

Faction Paradox Cousin costs 4 Character Points.

FACTION PARADOX PARENT (Special Good)

A character with this Trait is a member of Faction Paradox with the rank of Father or Mother or sometimes Parent. Later iterations of Faction Paradox include Uncles and Aunts within this rank. The Parents are those who actually rule Faction Paradox, as they are the members of the Parliament of the Eleven-Day Empire that governs the Faction.

Faction Paradox Parents gain all the benefits and penalties of the Cousin Trait, except that Psychic Training is replaced with Indomitable and Sombras Que Corta (page 27) is increased to the Major level. They also gain their choice of either Biodata Control or Faction Paradox Ritualist (page 27).

Faction Paradox Parent costs 8 Character Points.

FACTION PARADOX GODPARENT (Special Good)

A character with this Trait is a member of Faction Paradox with the rank of Godmother, Godfather or Godparent. This rank is given to the heads of the Faction's various departments (such as the military wing or the bio-research wing).

Faction Paradox Godparents gain all the benefits and penalties of the Parent Trait, except that Sombras Que Corta (page 27)

is increased to the Special level. They also gain No History (page 27).

Faction Paradox Godparent costs 8 Character Points plus 4 Story Points.

FACTION PARADOX GRANDFATHER (Special Good)

Faction Paradox Grandfather is a rank unique to Grandfather Paradox (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) but is otherwise as Faction Paradox Godparent. It counts as the Godparent rank for Traits having that as a prerequisite.



RITUAL MAGIC TRAITS



Traits in this section are suitable for campaigns in which the Universe has become less rational and magic has made a resurgence (such as after the loss of Gallifrey in the BBC's Eighth Doctor Adventures novels - see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*).

BOUND (Special Good)

A character with this Trait has been bound to something by use of the Ritual Binding Trait (below). They have a +2 bonus on rolls connected with that thing, usually applied to the use of Ritual Magic (including Traits with Ritual Magic, below, as a prerequisite) but can be applied more widely at the GM's discretion. A person can only be Bound to one thing, as binding requires a high level of dedication; any later binding of them to something different will remove the previous one.

Bound costs 1 point for a starting character to purchase. If a character later gains Bound, they must pay the Story Point cost specified in the description of the Ritual Binding Trait.

RITUAL BINDING (Special Good)

Prerequisite: Ritual Magic

A character with Ritual Binding can perform a ritual to magically bind a person to an element, an object, a place, a person or even a concept in order to enhance their abilities in relation to that thing. Each use of

Ritual Binding costs 2 Story Points to both the character and the person being bound by the ritual. The person being bound gains the Bound Trait (page 31).

Binding rituals are elaborate and take time to prepare and to perform. The wider the scope of the binding, the longer and more elaborate the ritual, possibly taking many hours. Binding a person to a rare or very specific thing, such as a particular person or place, is quicker and easier than to a commonplace or more general thing, such as the Earth or Time.

Ritual Binding costs 2 points to purchase.

RITUAL MAGIC (Special Good)

A character with this Trait is a magician or ritualist who can cast what might be termed spells. Such spells are defined as Traits that they buy, and Ritual Magic acts as a gateway Trait to allow the character to buy Special, Alien and Gadget Traits. It also fulfils the requirement of any prerequisite needed to buy Traits, such as Psychic being a prerequisite for Telepathy, and provides the character with an Area of Expertise in Occult (under Knowledge). Ritual Magic can also be used to create charms (see *The Eighth Doctor Expanded*

Universe Sourcebook Vol.1).

Ritual Magic costs 2 points to purchase.

SUMMON* (Special Good)

Prerequisite: Ritual Magic

A character with this Trait is able to perform a ritual to summon a certain type of magical creature, specified when the Trait is purchased. Summon may be purchased multiple times to allow different entities to be summoned. Some examples include water elementals, fire demons, ghosts and spirits, dryads, goblins or faeries.

As a Special Trait at Minor level costing 1 point, the summoned creature is not under the control of the summoner. It must therefore be persuaded, bargained with or coerced if they want it to do their bidding.

As a Special Trait at Major level costing 2 points, the summoned creature must obey its summoner. It may attempt to break free of its control in the same manner as overcoming the Hypnosis (Major) Trait.

Each use of the Trait costs 2 Story Points and requires a contest of Presence + Convince between the user and the creature being summoned.



ALIEN TRAITS



Traits in this section may only be taken by a character or creature which already has the Alien Trait.

GOOD ALIEN TRAITS

A LIFE IN THE DAY (Minor Good)

A creature with this Trait exists at a far faster rate of time than most of the universe, so fast that they are practically invisible to those existing at the standard rate. On the plus side, they can act far faster than others, achieving things in minutes that would take years for other species; on the negative side, they will grow old and die in a matter of hours, perhaps even minutes.

A THOUSAND TINY WINGS (Special Good)

A character with this Trait can spend a Story Point to summon a swarm of insects

(or similar creatures) and control it for a single scene.

The swarm has Strength 1, Coordination 5, Awareness 3, Fighting 3, Survival 5, Flight (Major) and Swarm. The cost of this Trait is equal to the value of the Swarm Trait.

ABSORPTION (Minor/Major/Special Good)

A creature with this Trait may choose to extract knowledge from a victim, requiring a contest of Resolve + Convince. Often the process kills the victim, but this may vary. At the Minor level, the creature gains a +2 bonus on rolls concerning anything the subject had known. At the Major level, the bonus is +4. In both cases, the total value of Skill + bonus may not exceed the victim's relevant Skill

At the Special level, costing 4 points, the creature can absorb all Skills (if higher than its own) and all physical Traits, both Good and Bad (and may therefore gain unwanted Weaknesses). Absorbed Skills and Traits remain until the creature absorbs another victim.

ACCESSING THE HIGHER DIMENSIONS (Major Good)

Creatures that exist in more dimensions than humans can achieve a variety of unusual results, each requiring the expenditure of 1 Story Point. For example, they could replicate the Telekinesis or Teleport Traits by moving through dimensions other than ours.

ADAPTIVE TEMPERATURE (Minor Good)

Creatures with this Trait quickly adapt to a local level of heat, making them impervious to any source of heat or cold roughly equal to the local level. However, they take damage when suddenly exposed to temperatures significantly different to their currently adapted temperature, at a rate of at least 1 point of damage per Round (greater for major differences).

ALIEN METABOLISM (Minor Good)

A character with Alien Metabolism can spend a Story Point to achieve effects such as metabolising alcohol or poison, or increasing their adrenaline production (granting a +2 bonus on a single roll involving Coordination or Strength).

AMPHIBIOUS (Minor Good)

This creature is equally at home on land and in water. It has no penalty for moving in either, and it can breathe both air and

water (but doesn't need to buy Environmental for this).

Note: Cannot be taken with Aquatic or Semi-Aquatic.

AMORPHOUS (Major Good)

This creature's body is not made of solid flesh, or its flesh may alter its consistency. It may be jelly or mud-like, or liquid, particulate or even gas. Whatever the case, it is sufficiently amorphous that it can squeeze through any barrier which isn't perfectly sealed, though it will need more time with very small cracks or openings. The creature is immune to physical damage from bullets, arrows and similar, but area effect attacks (such as explosives or fire) and energy weapons will affect them. If they are totally immune to these, they need to buy Immunity as well.

ANCESTRAL MEMORY (Minor Good)

This creature has a +4 bonus on all Knowledge rolls involving their species' history and culture.

ANIMATE OBJECTS (Minor/Major/Special Good)

This Trait allows a character to animate normally inanimate objects and control them. If the objects have anything analogous to arms, then they may grab or strike opponents. If they have anything analogous to legs, they may walk (though normally at a slow pace, Speed 1). Animating objects costs 1 Story Point for the first object, with the number doubling for each additional Story Point spent. Objects remain animated for the remainder of a scene.

At the Minor level, the character can animate a specific type of object or material. At the Major level, they can

animate a wide range of objects. At the Special level, costing 3 points, they can animate anything.

ARTRON ENERGY ABSORPTION (Major Good)

This creature can drain timeships of their Artron energy, usually as part of its feeding process. It normally takes 10 minutes per Story Point possessed by the timeship (whether it's a vehicle or a Gadget) to completely drain it. Against TARDISEs and other sentient ships, the creature must succeed in a contest of Resolve + Strength each 10 minutes.

BIODATA MANIPULATION (Major Good)

A character with this Trait (and access to the correct equipment) can spend Story Points to add and/or remove another character's Attributes, Skills or Traits, affecting up to 4 character points per 1 Story Point spent. For more information on biodata, see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*.

BODILY DISSOLUTION (Minor Good)

The creature's body will totally rot away without trace shortly after death, leaving behind no evidence of its existence.

CAMOUFLAGE (Minor/Major Good)

While in the creature's natural environment, the Minor version provides a -2 penalty for a character to spot it. The Major version increases this to -4.

CHARGE (Minor Good) Prerequisite: Size – Huge or Colossal, and Trample

Creatures with this trait usually have horns,

antlers, tusks or hardened skulls suited to ramming an opponent (purchased separately as a Natural Weapon). When running into combat, the creature may make a normal attack with its horns or similar. If successful against a smaller opponent, it may then make a second attempted attack to trample over it and inflict Strength damage. As Trample (see *The Silurian Age*), it costs 1 Story Point to use Charge.

CHOKING CORROSION (Major Good)

A creature with this Trait can exhale clouds of corrosive particles at a target. With a successful Coordination + Fighting roll against an opponent, it will start to deliver 1 point of automatic damage per Round from them while they remain in the cloud. In addition, the Drowning rules are initiated.

CHRONOSYNTHESIS (Major Good)

Some creatures native to the Vortex sustain themselves on temporal energy and can absorb this from anything, a process termed chronosynthesis. If such a creature tries to absorb the time energy of a living being (by touch), the victim must succeed at a contest of Resolve + Strength against the creature or take L(4/L/L), not reduced by Armour or other protection.

DEATH ROLL (Special Good)

The character can spend a Story Point to attempt to kill a foe by making them roll dice and entering a contest of Presence + Convince. If the opponent loses, they take L(4/L/L) damage.

Death Roll costs 4 Character Points and 2 Story Points.

DEFENSIVE SPINES (Minor Good)

Anyone manhandling a creature with Defensive Spines takes 1 point of damage. Anyone attacking it must make a contest of Coordination + Fighting to avoid taking 1 point of damage for each attack attempted.

DEVOUR LIFE (Special Good)

This creature's touch delivers L(4/L/L) damage and ignores Armour and Toughness. Anyone with Immortal is immune to this, and those with extremely long lifespans may have some protection. This trait costs 4 points to purchase.

DIMENSIONAL DISSONANCE (Special Good)

Every decision or action sends the universe down a very particular path. Not just a single path though, as each decision is not just a turning point but a prism which results in alternative timelines. Dimensional dissonance occurs whenever a character is exposed to an abrupt shift across these timelines as they are shunted into a new version of reality. They might feel a sensation like a static shock, or a few moments of dizziness or confusion, but there is usually no lasting damage.

Some creatures have evolved to be able to use dimensional dissonance as a defence mechanism. Anyone threatening them finds themselves experiencing dimensional dissonance as the alien technology shifts everyone sideways into a dimension where the creatures are not harmed. In practical terms, anyone attempting to act against them experiences momentary confusion which stops them. A more extreme example might be that if somebody tries to go to fetch help, they cannot leave and find themselves inexplicably turning around.

Some creatures are even able to shift reality to the extent that certain people do

not exist. If left unchecked, dimensional dissonance could result in collapsing timelines, redundant futures, even history being overwritten.

Dimensional Dissonance costs 6 points. It is not particularly suited for Player Characters and can only be purchased with the GM's express permission.

DIMENSIONAL CONTROL (Major Good)

This Trait allows creatures to freely shrink objects and restore them to original size. This ability is limited to objects (and creatures) up to and including Size: Colossal. Attempting to shrink or restore creatures against their will requires a successful contest of Presence + Resolve.

DREAM CREATURE (Minor/Major Good)

This creature normally exists only in dreams and cannot be seen or affect the real world unless it is able to materialise here.

At the Minor level, the creature can only exist in dreams. At the Major level, it can move between dreams and reality at will.

DUO-MIND* (Minor/Major/Special Good Trait)

A character with Duo-Mind has multiple minds in one body. The minds can converse with each other, either verbally or silently, and the body does not need sleep as at least one mind can be awake at any time. The character has one set of stats for themselves as original mind that they were born with, while the second mind – the Geminus – has some slight variations to represent their different personality or expertise. Only the stats of the mind which is in control at the time are applicable, although by spending a Story Point the second mind can offer advice.

At the Minor level, the character has two minds, and up to 2 points of Attributes, Skills or Traits can be added, with an equivalent cost reduction from reducing other Attributes and Skills, removing Good Traits or adding Bad Traits for the second mind. At the Major level, the character has two minds and can similarly increase up to 4 points and reduce 4 points for the second mind.

At the Special level, costing 3 points, the character has three minds and each mind can increase up to 4 points and reduce up to 4 points for each additional mind (from the character's main stats). An additional mind can be added for each extra Character Point spent, but each mind beyond the third causes a -1 penalty to all rolls due to the confusion of voices babbling in the character's head.

In all cases, the stats which are eligible for variation between the minds are:

- Attributes: Awareness, Ingenuity, Presence, Resolve.
- Skills: Convince, Craft, Knowledge, Medicine, Science, Subterfuge, Survival, Technology, Transport, and any Areas of Expertise for these.
- Traits: any Traits relating to personality, knowledge or mental abilities.

DUPLICATE TRAITS (Special Good)

This Trait allows the character to use any other published Trait, but each use costs the expenditure of Story Points equal to the cost of buying that Trait. In the case of Traits with a continuous effect, this cost is required per Round to maintain the effect. This is in addition to any Story Point cost already included in the description of the chosen Trait.

Duplicate Traits costs 5 points.

EDIT REALITY (Special Good)

Characters with this Trait are essentially able to act as the editors of the story being told and the Non-Player Characters inhabiting it. In game terms, it means the GM can change any local detail, be it the configuration of the setting or the physical or psychological characteristics of the NPCs, including increasing or lowering Attributes and Skills, and adding or removing Traits. Characters with the Edit Reality Trait can also add to their own Traits (even use or create Special Traits), but cannot remove any Traits they normally have. They can also create or summon NPCs (and if need be, PCs) to take part in the story.

The Trait cannot, however, be used to affect details that are not local to the story being told, i.e. things happening in another time or place, as a means to retroactively change details in the PCs' own backstory, for example, or to make things have "always been" a certain way.

Note that characters with this Trait are bound by their Codes of Conduct and other Mental Traits. These act as a natural limit to what the GameMaster can make them do.

Edit Reality costs 10 points. It is not available to Player Characters.

ELEMENTAL CONTROL (Minor/Major/Special Good)

This Trait allows a character to control the elements. At the Minor level, control is limited to a specific type of weather or natural force, for example rain. At the Major level, all types of weather and natural forces can be controlled.

At the Special level, costing 6 points, the Trait allows a character to create storms out of nowhere, command the seas and

trigger landslides or earthquakes. At this level, they are powerful enough to wreck ships or destroy buildings with their abilities, but at a cost of 3 Story Points per use.

EMOTIONAL FEEDBACK LOOP (Major Good)

Prerequisite: Networked

When a creature with this Trait feels any emotion, whether the spirit of cooperation or fear and anger, that feeling is transmitted to other members of its species in close proximity who also have this Trait. In game terms, this is both beneficial and dangerous.

When the species collaborates, their Ingenuity, Craft, Marksman, Technology and Transport are raised by 1 for every 10 members present up to a maximum of 4 in each of those Attributes/Skills. For every 100 members working together, the group's Tech Level goes up by 1, up to a maximum of 6.

Conversely, any strongly felt emotion only becomes more strongly felt the bigger a group is, turning it into a Minor Obsession for a group of at least 10 members, and into a Major one for 20 or more. This raises the Difficulty level of any attempt to Convince them to change their emotional state by one rank for every 5 members present. Interfering with the Networked Trait that is a prerequisite for this Trait is the only way to disrupt an Emotional Feedback Loop.

EMOTIONAL VAMPIRE (Major Good)

Prerequisite: Psychic

This creature can make a contest of Presence + Convince against its victims to force them to experience strong emotions to feed off, inflicting 1(1/2/3) damage per Round of success (not reduced by Armour or similar). However, a Fantastic result by

the victim may trigger emotional feedback, injuring or even killing it.

ENERGY VAMPIRE (Special Good)

All engines, motors and generators in the creature's vicinity lose all power, and living beings must make a successful Resolve + Strength roll or pass out, rolling again each turn, while their Attributes are drained at a rate of 1 point per Round. If all reach zero, the character has died. Energy Vampire costs 6 points.

EXTRA-DIMENSIONAL (Special Good)

Similar to the Alien version of the Vortex Trait, this Trait allows a character to travel to and from extra-dimensional space at will.

Such spaces may be alternative realities or pocket universes. An example might be the Toymaker's realm. Alternatively, the Trait could allow travel across vast distances by accessing hyperspace or dimensional wormholes.

Extra-Dimensional costs 3 points.

EXTRACT LUCID CRYSTAL (Major Good)

A character with this trait can enter a contest of Presence + Convince against another character, and if it succeeds, they remove a crystalline form of dreams from their psyche (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*). The victim suffers a permanent reduction of 2(1/2/3) points of Ingenuity and will not be able to sleep again.

FIRE DEMON (Special Good)

This creature's fiery body is largely non-corporeal and can squeeze through tiny cracks and gaps. Its touch causes 5(2/5/7)

damage on contact and ignites its target for an automatic 2(1/2/3) damage per Round until extinguished.

Fire Demon costs 4 Character Points.

GRAB (Minor Good)

This creature can make a successful attack to grab hold of its prey. If successful, it holds its victim in place, requiring a contest of Strength + Athletics or Coordination + Subterfuge for the victim to break free.

GOD-LIKE PRESENCE (Minor Good)

Prerequisite: Aura (Awe) and Presence 7 or above

The merest trace of this creature cannot be contained by Earthly means: memories quickly fade and recordings in any medium self-destruct. An impression is sometimes retained in the subconscious to haunt a character's dreams.

GRAVITY MANIPULATION (Special Good)

This creature can manipulate gravity. This Trait replicates both Telekinesis (though without Psychic as a prerequisite) and Forcefield (Major).

Gravity Manipulation costs 4 points.

GROUP ENTITY (Special Good)

Groups of these creatures can combine their bodies to become a single larger creature. By doing so, they gain larger versions of the Size Trait (and the applicable adjustments to Strength, Speed, and bonuses/penalties to be seen or hit).

The cost of Group Entity depends on the number of Size levels between an individual creature and the maximum size

that the combined creatures can reach (the levels being Microscopic (see page 51), Tiny (Major), Tiny (Minor), normal, Huge (Minor), Huge (Major), Colossal). So for a creature that moves from Tiny (Minor) to Huge (Minor), Group Entity costs 2 points; and for one that moves from normal to Colossal, it costs 3 points. Of course, the creatures may not always be able to reach their maximum size due to lack of numbers.

HALF WERE LORD (Special Good)

A character with this Trait is a hybrid of Were Lord (see page 49) and another humanoid race. At any age over 13 (apart from the stable age of 25), they uncontrollably turn into a bestial half-human half-wolf form. While in this form, they gain +3 Awareness, -3 Ingenuity, +3 Presence, +3 Resolve and +3 Strength, plus the following Traits: Alien Appearance (Major), Fast (Major), Fear Factor 3, Frenzy, Keen Senses (Minor: Smell), Natural Weapons (Minor: Were Lord Claws and Teeth – Strength +2 damage) and Quick Reflexes.

Half Were Lord costs 14 points.

HEALING TOUCH (Special Good)

Unlike the Minor Good Trait Healer, Healing Touch is a natural power and does not require medical knowledge or Medicine rolls. A character with this Trait has the innate ability to heal others. By spending 1 Story Point, they can heal up to 3 points of damage. By spending 2 Story Points, they can cure any disease or medical condition in one person. By spending 4 Story Points, they can reverse the effects of ageing and even bring the recently deceased back to life. Healing Touch costs 3 Character Points to purchase.

HERD LEADER (Major Good)

Prerequisite: Networked

Some species have a group intelligence that increases in contact with their leader. All members of the species connected with the leader via their Networked Trait have their Ingenuity raised by 2 points. A common restriction for this Trait is that the group needs to be of a minimum size for this to be effective.

HODIAC CONDUIT (Major Good)

Being a direct female descendant of the feminine Hodiak, this character can join her mind with other female descendants of the feminine Hodiak, allowing her to use the other's Story Points as if they were her own. Other species may have a similar Trait providing the same benefit.

HYPER-EVOLUTION (Special Trait)

A character with the Hyper-Evolution Trait is able to mutate at astonishing speed in response to their environment and any perceived threats. They can spend Story Points to add new Traits, or they can swap existing Traits with new Traits of the same or lower cost.

Hyper-Evolution costs from 1 to 6 Character Points to purchase. The cost indicates the limit on the cost of Traits that may be added or swapped in a single scene. For example, an alien with Hyper-Evolution (4) may spend up to 4 Story Points in a scene to buy new Traits, or they may swap up to 4 existing points of Traits in a scene, or any combination of these up to a maximum of 4 points. It takes the character 1 Round to acquire each new Trait.

A character with Hyper-Evolution normally has no control over their mutations as these are an automatic response to environments and threats (and are

determined by the GM). If a character is able to control their mutations, Hyper-Evolution costs an additional 2 Character Points to purchase.

ICE CREATURE (Special Good)

This creature has an affinity with ice and snow. It may not necessarily be composed of ice itself, but if it is, it will need to purchase additional Traits to reflect this.

This Trait enables the creature to mould and animate ice and snow to create icy avatars, similar to the Animate Objects (Minor: Ice) Trait (page 34). It can also influence the weather in a manner similar to Elemental Control (Minor: Wintery weather) (page 37). Use the Telepathic Range Table in the core rules to determine the range of this Trait.

This Trait costs 3 points. Variations of this Trait may be available for substances other than ice (though without the weather control aspect or another ability to replace it, Animate Objects (page 34) would be more appropriate).

INK JET (Minor Good)

This creature can eject a cloud of ink or similar obscuring substance. In water, it clouds an area of Strength +1 metres in diameter. Out of water, it's just messy unless it hits the eyes (requiring a successful ranged attack with a range of Strength +1 metres).

INSUBSTANTIAL (Major Good/Major Bad)

This creature is composed of energy or has some other state of being short of being totally immaterial. It could be sound waves, electricity or radiation. It might even be light or darkness, so long as it has a minimal tangibility. The creature can both enter and

pass through any solid matter that is capable of conducting its form. So a creature made of sound can pass through a solid wall so long as it isn't sound-proof, and one made of electricity can pass through any material that conducts electricity. Even if a barrier isn't conductive to the creature's form, it is still able to seep through small holes and cracks so long as the barrier isn't fully sealed. But if the creature is capable of passing through any solid object without restriction, then Immaterial should be used instead.

Most creatures with this Trait can interact with the physical world enough to pick up objects and use them (or can change into a more solid state to do this). But the creature is immune to physical damage such as from bullets or arrows, including most area effect attacks (such as explosives or fire). But energy weapons may affect them, depending on the types of energy involved. If the creature is totally immune to energy attacks, they need to buy Immunity.

Insubstantial is a Major Good Trait if the creature can interact with physical objects or a Major Bad Trait if it can't.

INTERIOR CONTROL (Major Good)
Prerequisite: Size – Huge (Major) or Colossal

The creature can move its internal muscles and organs to attack beings within it.

INTERNAL WORLD (Major Good)
Prerequisite: Size – Colossal

This creature is so colossal that it contains an entire ecosystem within it.

KOTURIAN REGENERATION (Minor Good)

This character is a member of the Koturian race (see *The Sixth Doctor 2025*

Addendum) and, once in their life, they can undergo a wedding ceremony with another Koturian during which they both regenerate into a new form. This process works the same as Time Lord Regeneration but can only occur once and only during the wedding ceremony (which must be between two Koturians who genuinely love one another). During the regeneration, the character receives D6 Picks in addition to any Rerolls or Picks they might gain as a result of their Regeneration Roll, the same as a Time Lord with Tailored Regeneration.

LANGUAGE-TELEPATHY (Minor Good)
Prerequisite: Psychic

Language-Telepathy allows the character to be able to understand all languages spoken to them and for their speech to be understood by others as if they were hearing their native tongue. This ability does not work on written text or recorded speech, as there are no minds to read, nor via electronic communications, which would be beyond the range of this Trait.

LEAP* (Minor Good)

A creature with this Trait can leap great distances. The Trait can be purchased multiple times. The first time it's taken allows the creature to jump twice its own body length, and each time it's taken thereafter doubles the distance the creature can leap. If the creature makes a successful Difficulty 12 Coordination + Athletics roll, it can act immediately. If it fails the roll, it cannot act until the next Round.

For creatures that can jump greater distances, see Superhuman Leap.

LIFE-ESSENCE (Major Good)
Prerequisite: Possess

This creature can transfer its life-essence into another vessel, where it can remain in

suspended animation over extremely long periods until it acquires a new body.

LIGHT ABSORPTION (Minor Good)

The creature can absorb light, spreading darkness in its vicinity.

LURKER (Minor Good)

This creature lies in wait for its prey. Characters need to make a contested roll of Awareness + Survival against the lurker's Coordination + Subterfuge. If there are several characters in a group, use the lowest result from among the characters' rolls. If the lurker wins, it gains a +2 bonus on an ambush attack.

THE MATRIX INCARNATE (Special Good)

A character with this Trait can manipulate the universe around them as if it were the Matrix (see *The Time Traveller's Companion*). For species with this Trait, working en masse they could wipe out entire species and star systems, perhaps even galaxies.

The Matrix Incarnate costs 6 Character Points and 4 Story Points. It cannot be purchased by Player Characters without the GM's express permission.

MATTER-EATER (Minor Good)

This creature can consume all kinds of matter as food without ill effects, including ones which are normally poisonous or otherwise harmful.

MEMORY MANIPULATION (Minor/Major/Special Good)

This Trait manipulates a subject's memory

by adding or removing the Amnesia Trait via a contest of Ingenuity + Convince. At the Minor level, it adds or removes the Minor Amnesia Trait. At the Major level, it adds or removes the Minor or Major Amnesia Traits as desired. At the Special level, costing 3 points, it can also be used to create false memories.

MIMIC DEATH (Minor Good)

This creature can mimic death, becoming dormant and shutting down its life-signs completely for an indefinite period though remaining aware of its surroundings.

MIND OF THE HODIAC (Special Good)

As the male part of the Hodioc (see *The Sixth Doctor 2025 Addendum*), this character has Clairvoyance, Precognition, Psychic and Telepathy (Special: Includes electronic frequencies) and may boost these Traits or use any other Psychic Trait not listed here at the cost of a Story Point.

Mind of the Hodioc costs 8 points. The male Hodioc's other Traits are purchased separately.

MUTAGENIC ADAPTATION (Major Good)

This Trait allows a creature to spend a Story Point to adapt to a new method of attack (e.g. fire) after being injured by it once and become immune to it.

NOXIOUS GAS (Minor/Major/Special Good)

This creature produces noxious fumes capable of asphyxiating or poisoning anyone in their vicinity. For each Round of exposure, anyone within range must succeed at a contest of Resolve + Strength

against the creature or take 2(1/2/3) damage, not reduced by Armour or Tough.

At the Minor level, the range has a radius of 2 metres. At the Major level, the radius is 10 metres. At the Special level, costing 4 points, the radius is 100 metres.

ORGANIC ABSORPTION (Major Good)

This creature absorbs its victim's bodies into itself. Anyone killed by the creature is absorbed into its mass. This enables it to recover 2 points of damage and gain 1 Story Point for each absorption.

PAN-DIMENSIONAL (Major Good)

This creature can freely travel through dimensions, allowing it to swim through the air and seemingly disappear/reappear at will.

PARASITIC EGGS (Major Good)

This creature can use a successful attack to lay eggs in its prey. These will hatch out in 1D6 days, killing their host. Medical assistance is required to remove them safely.

PARASITIC ATTACHMENT (Major Good)

This creature can attach itself to a host, usually in order to feed from it or control or enslave it. No matter how hard they try, a host cannot escape from the creature; it will always turn up again. Due to their bond, the host also takes any damage aimed at the creature.

How the creature feeds or controls its host

is defined by whichever other Traits it has (which must be purchased separately).

POISON (Special Good)

A creature with this trait is venomous or poisonous in some way. The venom or poison may be transmitted by an attack (in which case, it should be combined with a Natural Weapon such as a bite or sting), by touch, if eaten or perhaps even if inhaled. If it is part of Natural Weapon, a successful attack may need to do enough damage to break the skin (which usually ignores the Tough trait for such purposes), or it may merely need to contact bare flesh. Armour is normally hard enough to block the poison.

The cost of this trait depends on the strength of the poison according to the Poison Damage Table below. If a character takes damage from Poison, they must make a Resolve + Strength resistance roll as soon as infected by it, with Difficulty determined by the table.

Poison Damage Table

COST	DAMAGE	DIFFICULTY
1	4(2/4/6)	15
2	6(3/6/9)	21
3	8(4/8/12)	24

The poison then automatically delivers 1 point of damage at an interval determined by the success or failure of the resistance roll, as listed in the Poison Resistance Table overleaf, until the total damage has been taken. During this time, victims suffer pain, faintness, disorientation, hallucinations and other side effects depending on attributes affected, and incur the penalty listed in the Effect column on any rolls attempted. If they survive, it may take them some time to fully recover, even with hospital treatment!

Poison Resistance Table

RESULT	FREQUENCY	EFFECT
Fantastic	No damage	None
Good	30 minutes	Painful but no penalty
Success	10 minutes	-2 penalty
Failure	1 minute	-4 penalty
Bad	1 Round	Paralysis
Disastrous	Full damage immediately	Comatose (if not already dead!)

Poison Example:

Rory is stung by a scorpion which has the Poison 2. The scorpion's attack roll has a Good result indicating 6 points of damage, but the poison doesn't do this immediately. Rory makes a resistance roll at Difficulty 21 (according to the Poison Damage Table) and the result is a Failure. Checking the Poison Resistance Table, this means that he takes 1 point of damage 1 minute after the sting and an additional point each minute thereafter until he has taken the full 6 points (unless he gets medical aid before then) and suffers a -4 penalty to all rolls until he has recovered.

POOP (Minor Good)

This creature can vomit or poop a substance that, with a successful ranged attack, covers its target in a revolting, malodorous mess. The victim will be unable to take any action during the remainder of this Round or, if they have already acted, during the next one. They will remain malodorous until they can thoroughly clean the mess off.

POWERBROKER (Special Good)

Some extremely powerful entities have the ability to grant people extraordinary or superhuman powers as part of its plans. In game terms, the recipient gains increased Attributes and/or Good Traits (which can include Special or Alien Traits, even if the recipient doesn't have the prerequisites usually required). But these must be balanced by reduced Attributes or Bad

Traits to an equivalent point value. The latter could include Traits binding the recipient to the entity in some way (Enslaved, Obligation or Passionate Love), or other psychological defects (Eccentric, Obsession, etc), or even physical changes (such as Alien Appearance, Distinctive or Unattractive). The entity must spend Story Points equal to the cost of the increased Attributes and Good Traits granted. The changes to Attributes and Traits, both positive and negative, usually fade a few hours after the entity's attention has turned to other things.

Powerbroker costs 3 points, or 6 points if the changes are permanent. It is not intended for Player Character use and the GM must expressly agree to this before it is purchased.

PSYCHON FIELD (Special Good)

Prerequisite: Psychic

This creature is a powerful psychic, able to generate a psychon field with a radius in miles equivalent to its Resolve. Within that field, all sentient beings gain an uncontrollable version of the Psychic Trait. Because everyone within the psychon field is bombarded by the thoughts and urges of everyone else unbidden, emotions quickly run unchecked. The normally unspoken criticisms, jealousies and rivalries are all plain to see (or hear, rather), leading to irritation, then anger and finally violence.

The entity can attempt to exacerbate the situation by using any other Traits it might have that influence behaviour (such as

Hypnosis for example) on anyone within the psychon field. The usual rolls to resist can be made, but this results in severe headaches as a form of punishment. These are so intense that each time the victims attempt any other action while fighting the mental assault, they must make a contest of Presence + Resolve against the entity, to avoid a -2(-1/-2/-4) penalty.

Although the psychon field is clearly immensely powerful, it must be remembered that the entity generating it is unlikely to be omniscient and can only focus on a handful of individuals at any one time.

Psychon Field costs 6 points. It is not intended for Player Character use.

QUANTUM-LOCK GAZE (Major/Special Good)

When this eye weapon strikes a living being, it is apparently turned to stone but is actually quantum locked (like a Weeping Angel), in which state it is in suspended animation until fed upon or otherwise destroyed. A glancing blow (a Yes But result) will only quantum lock part of the subject, such as a limb.

At the Major level, the victim makes a contest of Awareness + Resolve to avoid this fate. At the Special level, costing 4 points, the effect is automatic. In either case, reversing being quantum locked requires access to at least Technology Level 8 skills and equipment.

RAISE FROM THE DEAD (Special Good)

This Trait enables characters to be brought back from the dead. The being or Gadget capable of this must spend Story Points to restore all zeroed Attributes to 1 (to raise the dead to full health, combine this Trait with Fast Healing).

The cost is 1 point per “named” character or creature being raised; these are fully developed Non-Player Characters or Player Characters who have met a fatal end. The cost is 1 point for every 5% of any given crowd when mass raising; these are nameless NPCs such as civilians or monsters/opponents that usually come in hordes (allowing for villains to raise an army, or heroes to save a large population).

If used as a Gadget Trait, the points can come from the Gadget and from its wielder. As normal, characters can lend one another Story Points; villains will usually take these from ever-willing followers. If the Raised were buried, they spring out of the soil and are immediately usable in the game.

Raise from the Dead costs 6 points to purchase.

REGENERATION (Special Good) **Prerequisite: Fast Healing (Special)**

Beyond the Fast Healing Trait, some aliens can grow new limbs, bodies or even heads. The Regeneration Trait allows a complete new creature to grow from even small sample of tissue unless it is completely destroyed. The process of regeneration takes at least an hour to complete, during which the creature may be vulnerable. Regeneration costs 4 points.

RETROCAUSAL EXISTENCE (Major/Special Good)

This creature normally moves backwards in time in relation to us, unable to fully interact with our world but making them immune to injury from anything moving in the opposite temporal direction. At the Major level, the creature is stuck in reverse-time and cannot change direction without external interference. At the Special level, costing 3 points, it can perceive time in both directions and can change from reverse-

time to normal (but making them vulnerable to injury) as a free action, or back again, at will.

SAVAGE ROAR/DISPLAY (Minor Good)

This creature has a fearsome roar or a threatening display which can intimidate a foe. Anyone hearing or seeing this must make a contest of Ingenuity + Resolve against the creature's Presence + Resolve or be frozen with fear in accordance with the standard rules on Getting Scared.

The creature doesn't need to have Fear Factor to buy Savage Roar/Display, but if it does, its usual bonus applies.

SISTER OF PLENITUDE (Minor/Major Good)

This Trait is only applicable to those within the Catkind order and works like the Military Rank. The matriarchy descends as follows:

- **MAJOR x2: Abbess** - Red Robes. Those in charge of maintaining entire abbeys, usually one per ship, acting as its captain. Referred to Matrons when not actively in charge of an Abbey.
- **MAJOR: Charge** - Green Robes. Usually one per ship, acting as the Abbess's organiser and personal assistant.
- **MINOR: Sister** - White robes. The main workforce alongside the novices, generally trusted to mentor them and handle the more difficult aspects of their shared tasks.
- **NONE: Novice** - Black robes. The main workforce, generally working on assignments under the Sisters. Novices are often the primary 'muscle' on space-faring ships, trained to operate the weapons.

New Earth hospitals themselves are laxer when it comes to the dress code, often having Catkind of any rank wear standard white. On the abbeys this is taken much more seriously, as being able to tell the difference between co-workers' skill sets in the middle of a firefight could be a matter of life and death!

SIZE CONTROL (Special Good)

Creatures with this Trait can adjust their size by spending 1 Story Point. The effects of such size change (including adjustments to Size, Speed and bonuses/penalties to be seen or hit) are indefinite until the creature adjusts its size again, unless reversed in some way.

The cost of Size Control depends on the number of Size levels from the smallest to the largest the creatures can become (the levels being Tiny (Major), Tiny (Minor), normal, Huge (Minor), Huge (Major), Colossal). So, for a creature that can grow from Tiny (Minor) to Huge (Minor), Size Control costs 2 points; and for one that moves from normal to Colossal, it costs 3 points.

SKIN-HIDE (Special Good)

Creatures with this Trait are compelled to transform into a proto-human or near-human form under certain conditions, a sort of reverse lycanthropy. The conditions may be times of stress or if exposed to moonlight or sunlight or some other phenomenon.

When transformed, the creature gains the following adjustments to their stats: -1 Ingenuity, +2 Strength, Distinctive, Frenzy, Infection, Weakness (Minor) – Skin-Hides take +2 damage from lead weapons. They also lose any Alien Appearance they may have in their normal form.

Skin-Hide costs 1 point to purchase.

SOUND MIMIC (Minor Good)

This creature can perfectly mimic any sound it hears, even speech (though if the creature is unintelligent, what it says may not make much sense, probably just repeated words and phrases it has heard). Attempting to mimic the voice of a specific individual is a contest of Awareness + Convince if the listener is familiar with the person being mimicked.

SPRINT (Minor/Major Good)

Some creatures can sprint for short periods at a Speed greater than their Coordination would normally allow, even with the Fast trait. A creature with Sprint (Minor) can move at double their calculated Speed (after Fast and Size, if applicable, have been applied) for a maximum number of Rounds equal to their Coordination; those with Sprint (Major) can move at triple their Speed for the same duration. After this, they must rest until recovered.

Note: Cannot be taken with Slow (but it can be taken with Fast for even greater speed).

STICKY (Minor Good)

This creature has a sticky coating. Anyone or thing touching it must make a Coordination + Strength roll against the creature's Strength + Strength to break free.

SUCKERS (Minor Good)

This creature has a +2 Strength for grappling and clinging, and a +2 bonus on rolls for climbing (including enabling climbing on sheer surfaces and ceilings) and for manoeuvring in zero-G environments so long as there are surfaces it can cling to.

SUPERHUMAN LEAP (Major Good)

This creature can leap a distance of up to Strength x 20 metres (half that vertically). If the creature makes a successful Difficulty 12 Coordination + Athletics roll, it can act immediately. If it fails the roll, it cannot act until the next Round.

For creature able to jump shorter distances, see Leap.

SWINGER (Minor Good)

This creature can stretch out and gain a hold on suspended objects. While the more educated may call this brachiating, most call it swinging and are amazed at the acrobatic feats it's capable of. The creature gains a +2 bonus when trying to swing from one perch to another, or even across chasms using ropes or vines, or any other situation that involves swinging from one point to another.

TEMPORARY BODY (Special Good)

Prerequisites: Clairvoyance, Psychic, Telekinesis

This creature can create a temporary physical body for itself by manipulating matter into larger forms which the creature can then control. The shape and size of these bodies is at the whim of the creature. Such a body has Attributes and Skills equivalent to the controlling creature, except that its Strength is equivalent to half the creature's Resolve (rounded up). The creature can increase the temporary body's Attributes and Skills and purchase Traits for it by the expenditure of Story Points on a 1:1 basis. Any damage taken by this temporary body does not transfer to the creature itself.

Temporary Body costs 3 points.

THAT'S ALL FOLKS! (Special Good)

A character with this Trait is from the Crooked World (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) and obeys the rules of Looney Tunes-style cartoons. Anytime the character receives damage that would normally kill them, they must use the next Doers phase and spend 1 Story Point to recover instantly, popping back into shape and healing the damage. If they have no Story Points left, then they are written out of the remainder of the scene (being rushed away by ambulance, vanishing into the distance or some other plot contrivance that takes them out of the action). But they can pop up again, all damage healed and with their normal maximum Story Points restored, in the following scene. They are effectively immortal. The character can also spend a Story Point to achieve normally impossible feats such as running in thin air for a Round, swallowing something unfeasibly large or producing useful objects out of nowhere (the latter being similar to Resourceful Pockets). However, this Trait is only effective while the environment of malleable reality that supports cartoon characters remains in place and unchanged.

That's All Folks! is not normally available for player characters to purchase, but in the event the GM allows it, it costs 4 Character Points.

TIME PHASING (Special Good)

Prerequisite: Vortex

Creatures with this Trait move by manipulating the very fabric of time and space, causing spatio-temporal disruption and warping space-time instinctively. This is referred to as time phasing, and it can manifest itself in a number of ways over a wide area. Any time sensitives (i.e. anyone with Feel the Turn of the Universe) caught in the effect may find themselves suffering confusion and visions of events from their

past. But more dangerously, time phasing causes temporal disruption in people and objects. If focussed on a specific target, that target takes 10(5/10/15) points of damage (not reduced by physical protection such as Armour or by Forcefield and the like). Creatures with this Trait can also project a temporal bubble to protect anyone they do not wish to harm from the effects of their time phasing.

Time Phasing costs 6 Character Points and 2 Story Points.

TIME SENSITIVITY (Special Good)

Prerequisites: Psychic, Vortex

With the expenditure of Story Points and a successful contest of Awareness + Presence, a character with this Trait can alter a person's timeline: a minor amendment costs 1 point; a major amendment (involving changes to the character sheet or significant rewrite of their history) costs 2 or more points; to remove somebody from history costs 4 points (more if they are historically important).

Time Sensitivity costs 8 Character Points and 4 Story Points. It is clearly a very dangerous Trait and capable of unbalancing the game. For Player Characters, it can only be purchased with the GM's express permission.

VAMPIRE OF THE MIND (Special Good)

Prerequisite: Psychic

A creature with this Trait is able to feed on the minds, memories and intelligence of others. In order to do so, the creature must enter into a contest of Resolve + Convince with its chosen prey. If it wins, the victim takes 2(1/2/3) points of damage which is divided between Ingenuity, Presence and Resolve. If the victim's Ingenuity is reduced by 2 or more points, he or she gains the Amnesia (Minor) Trait. If Ingenuity is

reduced to 1, they gain Amnesia (Major). If Ingenuity is reduced to zero, they are rendered comatose indefinitely. All such damage cannot be healed by normal means.

Vampire of the Mind costs 3 points.

VIRTUAL ENTITY (Major/Special Good)

The creature is a virtual entity, existing on within the internet, hypernet or similar environment and is composed only of data. It is immune to physical damage, but it may be attacked within the virtual dimension by creatures who have similarly been converted into pure data or by computer viruses and other malware.

The virtual entity can travel almost instantaneously over what, in the physical world, are vast distances. It may also be able to control computer systems from within the digital landscape, but would need to purchase Control or other Traits for this.

At the Major level, the entity cannot leave the digital realm. At the Special level, costing 3 points, it can emerge into our reality and assume physical form.

VORTEX PREDATOR (Major Good)

In the Vortex, a creature with this Trait gains Quick Reflexes and can move faster than a speeding TARDIS!

WEB-SPINNER (Minor/Major Good)

A creature with this Trait can produce tough sticky web-like strands which can be used to spin webs for traps or to cocoon opponents. At the Minor level, the webs have a Strength of 5, can support up to 500kgs and provide 2 points of damage reduction for anything wrapped in them. At the Major level, they have a Strength of 7, can support up to 800kgs and provide 4 points of damage reduction.

WERE LORD (Special Good)

A character with this Trait is a Were Lord (see *The Sixth Doctor 2025 Addendum*). When a Were Lord is exposed to Artron generator pulses, they regenerate into wolf form. While in this form, they gain +2 Awareness, +3 Presence, +1 Resolve and +3 Strength, plus the following Traits: Alien Appearance, Fast (Major), Fear Factor 3, Frenzy, Infection (Can create new Were Lords with a bite; only works for 1D6 Rounds on Time Lords), Keen Senses (Minor: Smell), Natural Weapons (Minor: Were Lord Claws & Teeth – Strength +4 damage) and Quick Reflexes.

The Were Lord Trait costs 17 points.

BAD ALIEN TRAITS

AQUATIC (Minor Bad)

A creature with this trait lives in the water. On land, its Coordination is reduced to 1 at the Minor level or 0 at Major. It breathes either air or water, and it doesn't need to buy Environmental to be able to do either. If the creature is a water-breather, it may remain submerged indefinitely, but it will begin to suffocate if removed from water. If it breathes air, it must resurface periodically or drown.

Note: Cannot be taken with Amphibious or Semi-Aquatic.

BIOLUMINESCENT (Minor/Major/Special Bad)

This creature is bioluminescent or glows for some other reason. At the Minor level, they have a -2 penalty on rolls to hide or avoid being seen. At the Major level, the penalty is -4. At the Special level, which provides 3 points, the penalty is -8, but their bioluminescence is so bright that other

races have a -4 penalty on all Awareness rolls involving vision while in their presence, unless wearing eye protection. It is impossible for a creature with any level of Bioluminescent to hide in darkness.

ELECTROMAGNETIC EMISSIONS (Major Bad)

This creature is rendered into an unstable liquid state when in an environment with different magnetic pulls than their planet. They require special technology to adapt into their solid forms in such environments.

INIMICAL TO LIFE (Special Bad)

The creature is so alien, perhaps coming from a different universe, that its very existence drains Attributes from all nearby natives of our universe at a rate of 1 point per minute. For Player Characters, the player decides which Attribute is drained each minute. The creature cannot control this; it's just part of their nature. Drained Attributes are recovered at the same rate once those affected are away from the creature.

Inimical to Life provides 4 points.

LOGICAL CONFUSION (Minor/Major Bad)

A character with this Trait can become confused if exposed to illogical behaviour or ideas. In such circumstances, the character must make a contest of Ingenuity + Presence against whoever is the source of the illogical behaviour (or a Difficulty 12 roll if there is no identifiable source).

At the Minor level, triggering the roll requires an illogical emotional response, for example, or presenting logical arguments which conflict with the character's existing knowledge. At the Major level, it can be caused by something

as simple as spontaneously singing or laughing. But being given instructions which directly conflict with the character's knowledge (or programming) will have a more extreme reaction.

If the character fails the roll, they will be incapable of action and may even be Stunned. At the Minor level, the character will recover if the illogical behaviour ends or if they make a successful Ingenuity + Presence roll on a subsequent Round. At the Major level, only an active intervention will allow the affected character to recover.

Logical Confusion provides 1 point for the Minor version and 2 points for the Major version.

MENTAL ENTITY (Major Bad) **Prerequisite: Possess**

Creatures with Mental Entity are mind parasites that pass from host to host. They have no physical existence outside of their host body and will die if their current host dies before they can move to the next. Creatures with this Trait often also have Environmental (Major) and Immunity (Physical Injury), but if so, these must be purchased separately.

MOULDED BY BELIEF (Special Bad) **Prerequisite: Psychic**

All of the creature's abilities are subject to the minds around them believing that they are able to perform them. They therefore draw on others for their powers. In game terms, they can use the mental stats of those around them to power their feats (Ingenuity, Presence, Resolve). For example, when using Telekinesis they can use the highest Resolve of those within the range of their Psychic ability (usually line of sight).

But if there is doubt in the minds of those around them, this can also affect the

creature's abilities. For example, if they attempt to attack a bystander with a Trait and that bystander actively doubts that the character can harm them, the character need to win a contest of Presence + Resolve in order to inflict any damage.

If the doubt is more widespread, it can even affect their more general abilities, preventing them from flying if they have Flight or making them vulnerable to injury if they have Armour or Immunity, for example. Doubt can be triggered by observers witnessing a failure of the creature's powers, being persuaded that they are illusions or tricks (Presence + Convince rolls) and so on. Note that these must be positive doubts, not just ambivalence or indecision. If the GM considers that the bystanders are beginning to doubt the creature's abilities, the creature must make a contest of Presence + Resolve against the crowd, with the crowd using whoever among them has the highest stats. The creature must in this case use their own stats unless there is somebody clearly rooting for them who they can draw on. A Failure on the part of the creature means that they cannot perform the feat they were attempting or, in the case of a passive Trait (e.g. Immunity), rely on that Trait; Bad means that they additionally have a -2 penalty on any further rolls (with this crowd anyway); and Disastrous means that the crowd's belief in them is totally shattered, and the creature will be unable to change the crowd's opinion of them.

Moulded by Belief provides 4 points.

MYTHICAL CREATURE (Major Bad)

The creature is a myth or legend somehow brought to life in our reality. It is constrained to behave as the stories say it does. Anything that could harm it or banish it in the stories can do so in real life.

SEMI-AQUATIC (Minor Bad)

A creature with this trait spends time on land but is much more at home in the water. It isn't amphibious but it can usually remain underwater for extended periods. In the water, the creature's full Coordination applies; out of the water, it has -2 Coordination (minimum 1), including for calculations of Speed.

Note: Cannot be taken with Amphibious or Aquatic.

SIZE: MICROSCOPIC (Special Bad)

The creature is so small as to be invisible to the naked eye. It cannot be seen or targeted in combat. But it is extremely difficult for the creature to interact with the macro world: communication is almost impossible without psychic or technological means; movement across even short distances similarly requires assistance; and it has negligible Strength, automatically losing any contests of Strength against a macro-scale opponent.

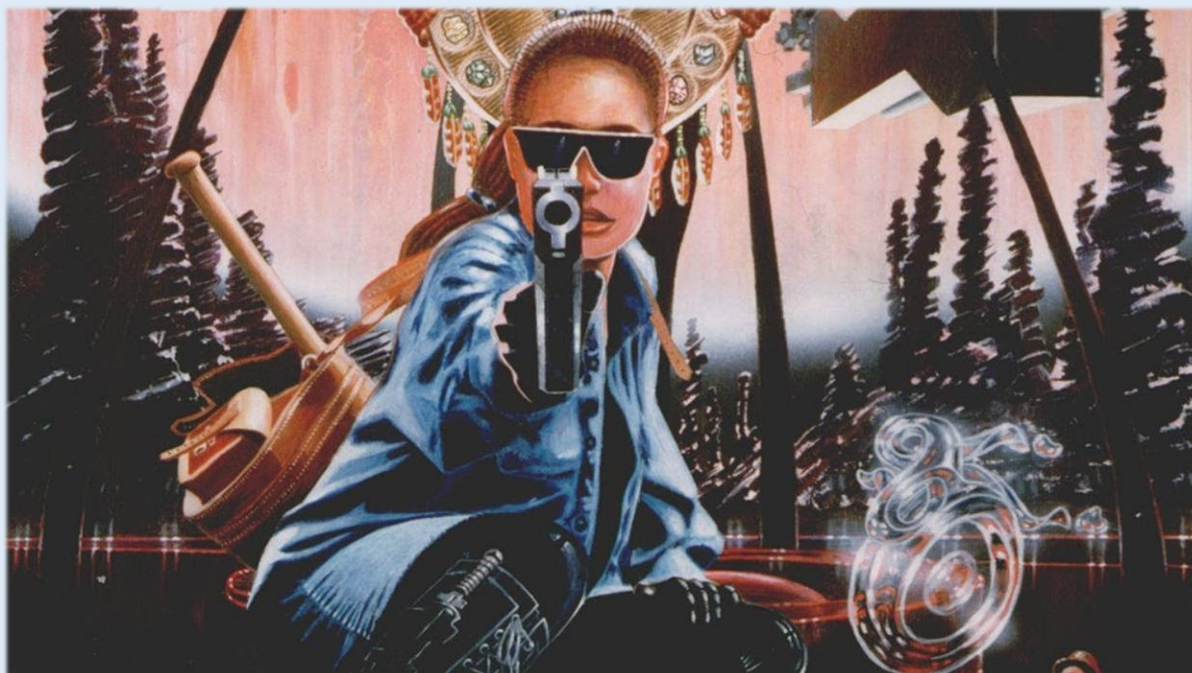
Size: Microscopic provides 4 points.

UNSTABLE BODY (Special Bad)

A creature with this Trait has a genetically unstable form that periodically collapses into fleshy scraps, protoplasmic slime or similar matter. In this form they have the Size: Tiny (Major) Trait, giving them the following bonuses and penalties: -4 Strength, -2 Speed, -4 to be hit and -8 to be seen. With normal activity, the creature can maintain its larger form for a number of minutes equivalent to its Resolve + Strength. During combat or other strenuous activity, they can only do so for Resolve + Strength action rounds. After this time, they have to dissolve back into scraps unless they spend 1 Story Point per minute.

Unstable Body provides 2 points.

GADGET TRAITS



GOOD GADGET TRAITS

BLOCK SCAN* (Minor Good)

Block Scan is a Minor Good Gadget Trait that interferes with use of the Scan Trait and represents electronic counter-measures or similar. Similar to the Scan Trait, when Block Scan is purchased, it must be nominated to work against either “general scanning” or “specific scanning”. If chosen to block general scanning, it provides a -2 penalty on any Scan roll directed against whatever Block Scan is protecting. If chosen to block specific scanning, it provides a -3 penalty against the specific type of Scan only and -1 against other types of Scan. Block Scan can be purchased multiple times, and these penalties are then cumulative.

BODILY SHUT-DOWN (Major Good)

A Gadget (normally a drug, an implant or nanotechnology) with this Trait can place a victim in a Stunned state indefinitely. While in this state, the Gadget can start to shut the victim’s body down. This requires a contest of Presence + Convince each hour, with each success delivering 1(0/1/2) damage to the comatose victim.

COMPUTER PROGRAM (Major Good)

This Gadget is a piece of software. It has no physical existence and cannot be harmed by conventional means. The hardware containing the software may be destroyed, but it is possible that the software may be recoverable. In addition, the program can be replicated, copied and disseminated with access to the relevant technology. If it can do this independently,

then the Gadget also needs the Infection or Replication Traits.

CONTRACTING FORCEFIELD (Major Good)

Prerequisite: Forcefield

This forcefield can be used to encase a victim. In addition to the protection it provides, each time its captive struggles or touches the forcefield, it contracts and causes them 1 point of damage, not reduced by things like Armour, Tough or a lesser Forcefield. The captive will also need to make rolls to avoid suffocating as the air runs out (see the rules on Drowning).

CORRECTS REGENERATIVE DISSONANCE (Major Good)

When a character with Regenerative Dissonance uses a Gadget with this Trait, it negates the need for the usual rolls required by Regenerative Dissonance in order to avoid penalties in times of stress.

DRAIN PSYCHE (Special Good)

A Gadget with this Trait drains Story Points from its victims, at the rate of 1 point per Round unless the subject succeeds in a contest of Presence + Convince. Once a character has no Story Points left, then it starts extracting 1 Attribute point per Round. Once three Attributes are reduced to zero, the character is dead.

Drain Psyche costs 3 points.

FORCEFIELD DISRUPTION* (Minor/Major/Special Good)

Forcefield Disruption allows a Gadget or weapon to reduce the amount of protection anything with the Forcefield Trait has. As a Minor Good Trait, a Gadget or weapon with

Forcefield Disruption ignores or cancels one level of Forcefield. As a Major Good Trait, it ignores or cancels two levels of Forcefield. As a Special Good Trait, it ignores or cancels an additional level for every additional 2 points spent purchasing Forcefield Disruption.

GRAVITY CONTROL (Major Good)

By spending a Story Point, a Gadget with this Trait can manipulate gravity sufficient to force a spacecraft to crash onto a planet.

MIND TRANSFERENCE (Special Good)

A Gadget with this Trait allows its user to switch his or her mind with that of a target. So the consciousness of the user will be moved to the target's body and vice versa. The target must be within a range determined by reference to the Telepathic Range table, and success or failure is determined in the same way as for the Possess Trait. As Possess, mind transference normally lasts for as many hours as the user's Resolve before switching back.

Mind Transference costs 3 points.

MIND TRANSFERENCE (ADVANCED) (Special Good)

This is an advanced version of the Mind Transference Trait (above). The standard version normally only lasts for a number of hours equal to the user's Resolve before the minds revert to their proper bodies. This advanced version means that the exchange lasts indefinitely until the process is reversed. Success or failure is determined in the same way as for the Possess Trait.

Mind Transference (Advanced) costs 4 points.

MODULAR* (Special Good)

A Gadget with this Trait has modular components which can be swapped out in between scenes. Modular can be taken multiple times, each one providing either two components for the existing “slot”, or an additional slot and one additional component.

At the Minor level, each component can have one Minor Trait. At the Major level, each component can have two Minor Traits or one Major Trait. At the Special level costing 4 points, each component can contain up to 4 points of Traits of any type.

MODULAR VEHICLE (Minor Good)

Prerequisite: Travel or Vehicle Body
(page 57)

The Gadget is a vehicle which can detach and reattach carriages or other modular parts.

PRESSURE FORCEFIELD (Minor Good)

A Gadget with this Trait generates a specialised form of forcefield which, rather than providing protection against damage, maintains a standard pressure within the area it encloses and prevents its atmosphere from escaping. Pressure forcefields may be used as a dome around a base on a planet with no atmosphere or around one deep in the ocean; or one may just cover an entranceway into a base or space station.

Pressure forcefields can be permeable, allowing physical objects to pass through them without breaching their integrity, or they may be impermeable. In the latter case, they are likely to also have at least one level of the standard Forcefield Trait.

PSIONIC AMPLIFICATION* (Special Good)

This Trait boosts the psychic abilities of its user, giving them +4 to all rolls utilised for psychic abilities (Psychic and any Trait with Psychic as a prerequisite). Those with Telekinesis gain a +1 to their effective Resolve attribute for the purposes of determining how much they can lift.

Psionic Amplification costs 2 points. It may be purchased more than once and the bonuses are cumulative.

RECONFIGURE (Minor Good)

Prerequisite: Travel or Vehicle Body
(page 57)

The Gadget is a vehicle which can reconfigure its internal bulkheads to open and close corridors and doors within itself.

REGENERATIVE CYCLE (Special Good)

This Gadget grants a Time Lord (or others with regenerative abilities) a whole new cycle of regenerations. For any other species, it can provide a single regeneration per use, removing all injuries or diseases and rejuvenating them. Each use costs 4 Story Points.

Regenerative Cycle costs 6 points to purchase.

REJUVENATION (Major Good)

A Gadget with this Trait can rejuvenate characters by removing years from their timelines. Each use costs the recipient 2 Story Points per 5 years rejuvenated. A common restriction is that the Gadget’s use may create a Paradox Person (see page 14) with an apparent age equivalent to the cumulative number of years removed from an individual; this reduces the cost of Rejuvenation by 1 point.

STORY POINT POOL* (Minor Good)

A Gadget with this trait can store Story Points on behalf of a character, who can choose to spend them instead of their own. It is a way for a character to have access to Story Points beyond their own normal maximum.

When a character needs to use Story Points, they can opt to spend ones stored in the Gadget instead of their own. When the trait is purchased, it can be bought multiple times and contains 1 Story Point per point spent plus the normal Story Points total of the Gadget. The Gadget gains Story Points in the same way as a character, so long as the Gadget was a participant in the actions that resulted in the award of Story Points. But the character must choose whether the Gadget's Story Points are increased or their own; both cannot be increased for the same achievement.

TIME ACCELERATION (Special Good)

When activated, a Gadget with this Trait causes Lethal damage to all within 10 metre radius; 4 points against immortals. Time Acceleration costs 4 points.

TIME DISLOCATION (Special Good)

Gadgets with Time Dislocation are usually very nasty weapons designed to destroy an enemy's chronology and wreck their time continuum. The effects vary according to the temporal awareness of the species caught in the Gadget's effect. But for most non-time aware races (i.e. anyone without Feel the Turn of the Universe) the effect is to trap them in a special type of time loop of accelerated chronology coupled with time distortion. In layman's terms, they rapidly age from being a new-born baby to being on the brink of death by old age, and then rejuvenate just as fast, each cycle taking only a minute or so. Anyone trapped

in this cycle is incapable of taking any effective action, and anything they do attempt is subject to a -8 penalty (and may be prevented entirely by the frailty of extreme youth or age). Even speaking is an effort of will.

Against time aware species (those with Feel the Turn of the Universe), the effects are significantly different. Instead of an endless cycle of ageing and rejuvenation, the victims are dislocated in time, their consciousness jumping backwards and forwards along their own continuum. The experience is befuddling, with translocations in both time and space meaning that the victims witness effects before the cause, or jump back to previous actions without warning.

In both of the above cases, the time dislocation is infectious. Anyone entering an affected area or coming into contact with an affected character must make a Difficulty 12 Resolve + Strength roll for every Round of exposure or be similarly infected.

Time Dislocation costs 8 points. Its effect is perpetual unless advanced temporal engineering is available.

TIME DISTORTION (Special Good)

A Gadget with Time Distortion can be used to achieve a number of effects. Firstly, it can search through the myriad alternative timelines and other dimensions and affect probability to bring about a desired result: by spending 1 Story Point, it will automatically succeed at a task. Secondly, it can cause the death of a person: spending 2 Story Points delivers Lethal damage by indirect means, e.g. a passing car, falling masonry, a heart attack and so on. Thirdly, by spending 1 Story Point, the Gadget can place a victim in temporal stasis, freezing them in time indefinitely.

Time Distortion is not effective against anyone with either the Time Traveller Trait or both Feel the Turn of the Universe and Vortex. The involvement or proximity of anybody with these Traits will mean that the Gadget cannot automatically succeed at any of these tasks, instead requiring suitable dice rolls and/or the expenditure of additional Story Points.

Time Distortion costs 6 points.

TIME REVERSAL (Special Good)

The Gadget has the ability to reverse time back to a given point, so that all those within its effect can relive that time again, making different decisions and changing established history. The Trait costs 3, 6, 9 or 12 points to buy (to determine the limits of the Gadget), and each use requires the expenditure of an equivalent amount of Story Points by the user. Note that a Gadget with the 12-point version of this Trait can still be used to activate the lesser effects by spending only 3, 6 or 9 Story Points; and similarly with the 6 and 9-point versions.

For 3 Story Points, the Gadget will roll back time by 2D6x10 seconds, affecting an area roughly 1 kilometre in diameter.

For 6 Story Points, it will roll back time by 2D6x10 minutes and affect an area roughly 10 kilometres in diameter.

For 9 Story Points, it will roll back time by 2D6x10 days and affect an area roughly 1000 kilometres in diameter.

For 12 Story Points, it will roll back time by 2D6 years and affect an entire planet.

Because of the potential of this Trait to unbalance the game, players must have the permission of the GM before building it into a Gadget for their characters.

TRANSLATE (Minor Good)

This Gadget allows a character to spend one Round to assimilate any new language they hear. They are then able to understand and speak it perfectly, useful for parties without a TARDIS to translate for them.

TRIGGER REGENERATION (Minor/Major/Special Good)

A Gadget with this Trait can induce forced regenerations in a Time Lord it is used on (and possibly in other species capable of regenerating, at the GM's discretion).

At the Minor level, each use induces a single regeneration, which may be resisted by a contest of the user's Ingenuity + Technology against the victim's Presence + Resolve. At the Major level, the Gadget is capable of forcing multiple regenerations, with the number being determined by the result of the contest between user and victim: a simple Success (by the user) induces 2 regenerations, a Good result induces 4 regenerations, and a Fantastic result regenerates the victim multiple times, to beyond their final regeneration. At the Special level (costing 4 points to purchase), any level of success of the roll by the user regenerates the victim to beyond their final incarnation. If a character is forced to regenerate beyond their final incarnation, they are killed outright.

If the Gadget is a weapon, the roll to hit is used to determine success instead of the above contest.

If a forced regeneration does not kill the victim, they must make a Resolve + Strength roll to avoid being Stunned, with the Difficulty being 15 plus 3 for each additional regeneration induced beyond the first. Use of this Trait does not grant levels of Time Lord (Experienced).

VEHICLE BODY (Major Good)

Any Gadget with this Trait can act as a vehicle and is able to carry humans and others within itself. Passengers gain the benefit of the Gadget's Armour, Forcefield and similar protection against attacks from outside. The capacity of the Gadget is determined by its exterior size (unless dimensional engineering comes into play). The Gadget must have at least one entrance to allow its passengers to get in and out. It also has the usual Gadget stats of Armour, Hit Capacity and Speed.

BAD GADGET TRAITS

ADDICTIVE (Minor/Major Bad)

A Gadget with this Trait has an addictive quality. The Trait is particularly applicable to drugs, but it can also be applied to technology which is habit-forming or causes obsessive behaviour.

At the Minor level, each use of the Gadget requires the user to make a Difficulty 9 Resolve + Strength roll (with a cumulative +1 to the Difficulty for each subsequent use). If the roll fails, the user gains a Dependency at the Minor level. Until they are cured of the addiction, they will suffer a -2 penalty on all rolls if they do not use the

Gadget again every 24(36/24/12) hours thereafter.

At the Major level, the Difficulty is 12 (again having a cumulative +1 for each subsequent use). If the roll is failed, the user gains a Major Dependency. Until they are cured, they suffer a -4 penalty on all rolls if they do not use the Gadget again every 12(18/12/6) hours thereafter.

DRAIN USER (Special Bad)

Each use of the Gadget permanently drains its user of either 1 Story Point (reducing their max) or Attribute point. If the use of a Trait normally requires the expenditure of Story Points, the Gadget can use its user's SPs as well as its own. Drain User provides 3 Story Points.

TIME WAKES (Major Bad)

Prerequisite: Vortex

One rare permutation of primitive, unstable time vessels is the possibility of leaving behind a 'Time Wake' whenever they travel. It's exactly what it sounds like: a wake left in the Vortex like that of a traditional, sea-faring ship. These manifest as patches of bright light left at the points of dematerialisation and materialisation. Interestingly, these can be simply walked through by anyone nearby, like a magical portal. They dissipate after a few hours, so be careful not to get marooned on one side!



TARDIS TRAITS



GOOD TARDIS TRAITS

PSEUDO-BIOLOGICAL OUTER SHELL (Major Good)

Prerequisite: TARDIS Type 101 or above

A TARDIS with this Trait has an external appearance in the form of a moving, talking, living being, usually humanoid in form and indistinguishable from the real thing. Combined with its chameleon circuit, the TARDIS can change its appearance and gain or lose Traits such as Attractive, Distinctive, Face in the Crowd, Unattractive and even Alien Appearance at will. It may also take on a TARDIS's more traditional inanimate disguises if it or its operator so wishes. In order for operators and passengers to be able to enter or exit the TARDIS, a door opens up along a crack which appears vertically in the middle of its

body, widening with each half of its humanoid face and body on either side.

This Trait reduces the TARDIS's Story Points total by 2.

BAD TARDIS TRAITS

TIME WASTE SICKNESS (Major Bad)

Time waste is a symptom of a rare sickness that may affect an old TARDIS in its twilight years, separated from its bonded Time Lord for a period of at least several decades. The TARDIS begins to leak time waste directly into the Vortex, rotting away anything it touches like a powerful quantum acid. Time waste is extremely difficult, if not impossible, to fully clean up, and can damage matter in the regular Universe as well. Given long enough, one TARDIS

could leak enough time waste to endanger the entire Universe. An afflicted TARDIS may only heal from its sickness by being reunited with its bonded Time Lord.

TARDIS SYSTEMS

The following systems can be used in conjunction with the TARDIS design rules in *The Time Traveller's Companion*.

ATRIUM CIRCUIT (Major System)

The atrium circuit has been developed since the Doctor left Gallifrey and is a feature on some of the later models of TARDIS. It is an extension of the chameleon circuit. At its minimum setting, it can be used to manipulate the outer plasmic shell to create an extension of the TARDIS which is outside the TARDIS itself, in effect creating an antechamber or lobby. So intruders could gain entry to the atrium but still not be able to access the parent TARDIS. Indeed, they may not even realise that they haven't entered the TARDIS.

If the atrium becomes compromised it can then be cut free entirely, either by the deliberate action of the Time Lord pilot or by the TARDIS itself using the HADS to jump to safety. Like the rest of the TARDIS's plasmic shell, the atrium disguises itself to blend into its environment, and this disguise extends to its interior, setting out rooms and furnishings to match the exterior. The true entrance to the TARDIS could be disguised within the atrium interior or even as a separate entrance alongside it.

At its higher settings, the atrium circuit also provides a powerful psychological defence, considerably harder to penetrate than mere camouflage. At this level, the atrium could take on the form of something entirely inappropriate to its surroundings, but nothing would appear amiss to any

bystanders. For example, the atrium (with the TARDIS inside) might arrive in a busy street and disguise itself as a garden shed. Any onlookers would not think that there is anything odd about a garden shed in the middle of the street. Any active attempt to resist this psychological defence requires a Resolve + Convince roll against the atrium's parent TARDIS.

At full settings, the atrium circuit can also manipulate real space to further enhance its disguise. For example, if the atrium is disguised as a room in a hotel, the circuit will erase all references to that room from the hotel's register, in reception any key hook or pigeonhole for messages will be renumbered, and the staff will not be able to remember that there was ever a room of that number in the hotel.

If using the TARDIS design rules from *The Time Traveller's Companion*, the atrium circuit is a Major system under Architectural Configuration. Its availability should be restricted to Modern and Advanced TARDISes. Any use of the atrium circuit requires an Ingenuity + Technology roll with a Difficulty of 18 for the base settings, 21 for the higher settings and 24 for the full settings.

THE ATRF (Minor System)

The Doctor couldn't quite remember what "ATRF" stands for when he mentioned it to Liv and Helen. The Anterior Temporal something-beginning-with-R Facility is the closest he got. Given its function, "Return" or a similar word seems like a reasonable bet. Fortunately though, it's also known as the yoyo mechanism.

Quadriggers (see *The Fourth Doctor Expanded Universe Sourcebook*) use the ATRF to test a time capsule's resilience. For example, if they want to check how a capsule will cope in an extreme environment over thousands of years, they don't want to have to sit around for such a

long time to find out. The ATRF sends the capsule back in time for the desired duration, geo-locked to its present position and perception filtered so that it's ignored throughout that time. At the end of the pre-set period, which is effectively the present, the capsule will look older – the interior may be dusty, while the exterior may have all manner of dirt, stains and even growth on it – as it's lived through an extended period in what subjectively appears to be an instant.

Beyond its use by quadriggers, the ATRF has little practical function to a TARDIS pilot. However, the Doctor used it to send his TARDIS back five thousand years and record the very slow speech of the Slow Beasts on Ran-Zoan (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*), so that he could speed it up and, after passing the recording through the translation circuits, understand it.

If using the TARDIS design rules from *The Time Traveller's Companion*, the ATRF is a Minor system under Navigation Systems.

BANSHEE CIRCUITS (Minor System)

When Rassilon designed the first true TARDISes, the Type Ones, he installed in them a number of safeguards against their catastrophic destruction, and these safeguards have been replicated in all subsequent models. The ultimate safeguard, the last resort when all other systems fail, are the banshee circuits. A TARDIS will fall back on these for one last chance, a final effort to survive in the face of total destruction.

Banshee circuits are an automatic system as they may be required when the TARDIS crew is incapacitated. Once the TARDIS activates them, they use whatever resources are available to try to ensure the survival of the ship and its crew. People, places, memories, even dreams can be commandeered and manipulated by block

transfer computations to create a safe environment (relatively speaking) for the TARDIS and its crew. The end result is often a twisted version of reality outside of time and space, and the former TARDIS may well be unrecognisable. The Doctor referred to the new configuration as a SARDIT: Space and Relative Dimensions in Time.

The banshee circuits also act as the TARDIS's flight recorder and can be used to access information on previous journeys and systems operations.

If using the TARDIS design rules from *The Time Traveller's Companion*, the banshee circuits are a Minor system under TARDIS Defence Systems.

DEFENCE INDETERMINATE TIMELOOP OPTION (Major System)

The Defence Indeterminate Timeloop Option (DITO) is a rarely used TARDIS system. If switched on, it enables the TARDIS to automatically move itself one millisecond into the future if it detects any attempt at an unauthorised intrusion. Once this has happened, the TARDIS will be inaccessible. It will always just have been where it was a moment ago, invisible and intangible, temporally shifted just out of sight and reach. Whatever it was just standing on a millisecond ago may still bear an imprint of it. But it won't actually be there anymore.

The main problem with the DITO is that, if the TARDIS's authorised crew were outside at the time it moved the TARDIS, they will similarly be unable to access the ship unless they have made prior arrangements. This usually means that they have to carry a remote-control device to switch the DITO off from outside and summon the TARDIS back to them. Without that, they will find themselves stranded with no means of recovering their

ship. For this reason, most Time Lords deactivate the DITO.

If using the TARDIS design rules from *The Time Traveller's Companion*, the DITO is a Major system under TARDIS Defence Systems.

EMERGENCY EVACUATION MODULE (Major System)

The Doctor's TARDIS is fitted with an emergency evacuation module, essentially a portion of folded space which can be used to provide additional room inside the ship for storage or as a panic room, or be separated to form a lifepod. Its default appearance is as a cube measuring a foot across, formed out of small intersecting angled panels dimpled like miniature versions of the walls inside the TARDIS itself. Its extradimensional nature makes the cube difficult to look at, as it gives the impression that the panels form corridors that stretch away into the cube for many yards. With external power, the cube can be expanded to allow entry and exit, and its internal dimensions are capable of containing up to 150 people. However, the mass of whatever is within the module does not register from the outside.

If the situation requires, the module can be separated from the TARDIS, requiring an Ingenuity + (either Technology or Transport) roll with a base Difficulty of 12, with the operator requiring the Vortex Trait to accomplish this. But beware! A Disastrous result will cause the TARDIS' internal dimensions to collapse! The module itself is not capable of travelling in time and space; it is merely a safe haven in the event of disaster and its occupants can only shelter inside until rescued or it is safe to emerge. As the module is built using the same Block Transfer Computations as a TARDIS, it is similarly resistant to outside damage or influence.

An emergency evacuation module can be considered to be standard on all TARDIS models from Type 40 onwards. If using the TARDIS design rules from *The Time Traveller's Companion*, the emergency evacuation module is a Major system under Emergency Systems. The module in the Doctor's TARDIS was later upgraded to the more sophisticated Jade Pagoda (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*).

HOLDING RING (Minor System)

TARDISEs are known for their labyrinthine interiors, meaning that organising rooms can be an extremely difficult task. A Holding Ring is a way to bypass this, being a manually created dimensional space within the TARDIS that holds rooms into static positions. A Holding Ring may contain any number of rooms, and they may be moved or shuffled to the operator's preference. A room being in a Holding Ring takes it out of its normal position in the TARDIS, leaving a blank space in place of its entrance. The Holding Ring contains its rooms in a winding circular pattern, potentially winding far into the distance.

The stasis that each room is contained in is absolute, with each room only becoming otherwise when its door is opened. This provides an effective method of keeping pan-dimensional or pan-temporal effects under control. Each room preserves the specific design it had when entering the Holding Ring, meaning that a succession of doors may resemble an art gallery of prior TARDIS wallpapers.

The Holding Ring is a space separate from the rest of the TARDIS and has no conventional entrance or exit. Anyone entering must input a keycode into a TARDIS console, and anyone exiting must do the same on a wall-mounted keypad. If using the TARDIS design rules from *The Time Traveller's Companion*, a Holding Ring is a Minor system under Architectural

Configuration. The Doctor uses a Holding Ring to preserve his companions' old bedrooms, both out of sentimentality and the hope they may somehow return and need them one day. Susan's room is first, and the Ring stretches far into the distance.

HOSTILE OWNER DESTRUCTION SYSTEM (Minor System)

There is a switch on the TARDIS console that the Doctor has never flipped, not even centuries into his eighth incarnation. The switch is large and purple, unassumingly placed fourth from the left of a few similar switches on the third array. This is the Hostile Owner Destruction System, or HODS for short.

After activation, all lights in the TARDIS glow red and anyone inside has exactly 24 seconds to evacuate, unless the process is cancelled. After the silent countdown, the HODS activates, and a spare dimension is opened within the console room, instantly sucking the entirety of the TARDIS into it, separating it from the rest of the universe. The HODS exists to stop a TARDIS from being commandeered by a malign force which can't be allowed to get their hands on such power, and is an absolute last resort.

The HODS's name is similar to that of the Hostile Action Displacement System, or HADS, which displaces a TARDIS based on outside dangers. While the HADS protects the TARDIS from exterior threats, the HODS can be said to protect the exterior of the time ship from threats within it. If using the TARDIS design rules from *The Time Traveller's Companion*, the HODS is a Minor system under TARDIS Defence Systems.

The HODS on the Doctor's TARDIS has been extensively safeguarded, activating only when its switch is oscillated a very large number of times. The telepathic circuits must then be touched while thinking a nonsensically complex sentence

(currently "Vermillion Syzygy Norman Wisdom") which acts as a telepathic PIN. While it's likely that the Doctor has placed these safeguards himself, it would be sensible if all TARDISes had such precautions against accidentally activating the HODS.

INTERFACE STABILISER (Major System)

The interface stabiliser is a vital component on any TARDIS. In the Doctor's Type 40, it is accessed via a hatch under the console, alongside the comparator and the gravitic anomaliser. In appearance, it is a metal disc with a glowing red gem like a large ruby at its centre, with a connector on one side. If it is removed for inspection, simply holding the stabiliser up to the light is sufficient to reveal any flaws caused by damage to the crystal.

In practical terms, it is priceless. The interface stabiliser is what protects the TARDIS interior from severe external shocks, such as violent turbulence, extreme heat or cold, radiation and so on. Without a working stabiliser, the TARDIS occupants would be at risk of harm from a hostile external environment. In addition, without the stabiliser forming a seal, a TARDIS would leak energy into the Vortex, draining its power if left unchecked for more than a few hours. If the worst happens, the ship's outer shell could become completely detached from the internal dimensions, leaving the occupants without any means of exiting the TARDIS.

Despite all this, it is theoretically possible to fly a TARDIS without its stabiliser, but it's risky. The Doctor wasn't willing to attempt the violent journey through a CVE from E-Space back into N-Space until he had recovered the interface stabiliser from the person who had stolen it from his TARDIS.

In game terms, there is a -8 penalty on any attempts to fly a TARDIS without a working

stabiliser. A Bad result means that the TARDIS has acquired additional system damage. If the GM has *The Time Traveller's Companion*, use the tables on pages 225-227; if not, the TARDIS requires 2D6 hours of repairs before it can be flown again. A Disastrous result means that the TARDIS interior has become detached from the outer shell (most likely leading to an entire new adventure while the characters stranded within try to find a way out).

In addition, during the period without its stabiliser, a TARDIS's Forcefield is reduced by one level (i.e. from Special to Major, from Major to Minor, or from Minor to nothing), potentially rendering its interior vulnerable to damage from outside forces.

If using the TARDIS design rules from *The Time Traveller's Companion*, the interference stabiliser is a Major system under Other Systems.

JIGSAW ROOM (Major System)

The Doctor's TARDIS contains a room that Sarah Jane nicknamed the "jigsaw room". It is normally kept sealed and out of bounds to his companions. The jigsaw room is a large chamber whose floor is patterned with an irregular mosaic, like crazy-paving. Each facet of the mosaic shows a scene from the past or future of whatever the room is focused on. Future events can be fuzzy or even contradictory, depending on their distance from the present and how certain or otherwise they are to come to pass.

The jigsaw room is a Time Lord invention. It needs to be calibrated to when and where the TARDIS lands, and then generates a probabilistic pattern of forthcoming events, acting like a weather warning for time travellers. Naturally, the Doctor's is not set up correctly and is peculiarly introverted, not looking outside the ship. It therefore

defaults to showing scenes from the life of anyone who enters the room.

If using the TARDIS design rules from *The Time Traveller's Companion*, the jigsaw room is a Major system under Other TARDIS Systems.

VOICE INTERFACE (Minor System)

Most TARDISes these days include a voice interface for its passengers to interact with. Even the Doctor's Type 40 has such a feature, though in common with many Time Lords, the Doctor doesn't routinely use it. However, it has been known for the TARDIS to take the initiative in times of urgent need and activate the voice interface of its own accord.

When activated, the voice interface can provide verbal advice and assistance and is helpful to those who may be less familiar with the operation of a TARDIS. Use of the voice interface doesn't obviate the need to use the console. It is primarily intended to provide information or advice rather than a means to pilot the TARDIS by voice.

At a basic level of operation, the interface is just a neutral voice. But if required, it can generate a realistic holographic form within the TARDIS, often of a person familiar to the user. Although the hologram sometimes presents as a flat, emotionless version of the subject, voice interfaces are programmed to be able to respond with a copy of the person's personality and memories, the better to provide emotional and moral support if needed. Of course, this depends on the TARDIS having had sufficient contact with the subject or accessing a passenger's memories of them.

By spending 1 or more Story Points (depending on the complexity involved), a TARDIS is able to extend the holographic capabilities of its voice interface to present a full 3D environment, including multiple

fully realised and interactive characters. With the expenditure of additional Story Points (double the usual amount), the environment and its holograms can be made to feel solid.

If using the TARDIS design rules from *The Time Traveller's Companion*, a voice interface is a Minor system under Communications. Its availability should be restricted to Decommissioned, Modern and Advanced TARDISes.

